



sandblasted glass



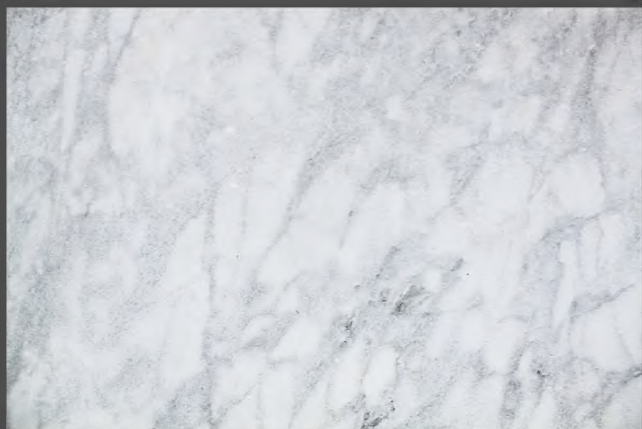
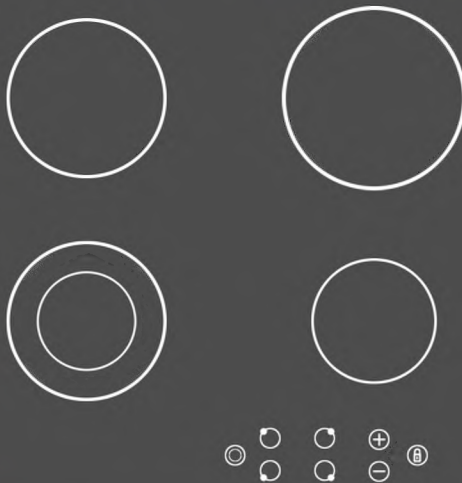
Olive wood and black ceramic

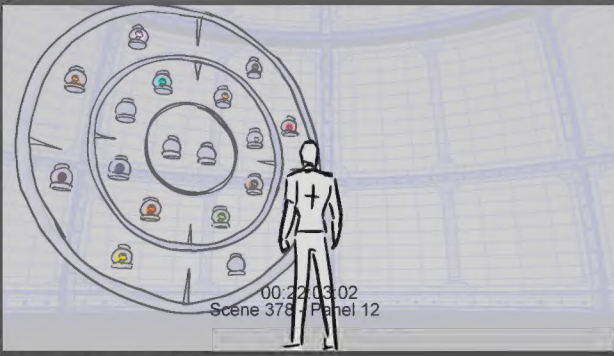


2 types of plant pots



Shader

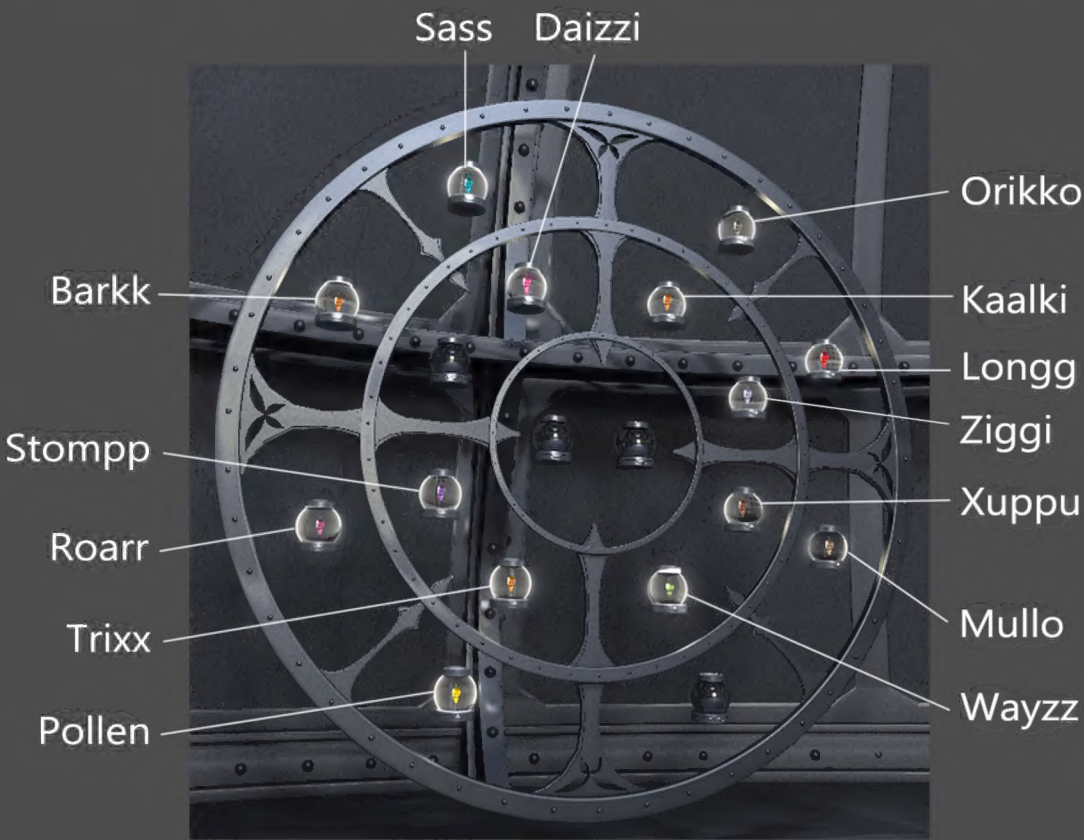




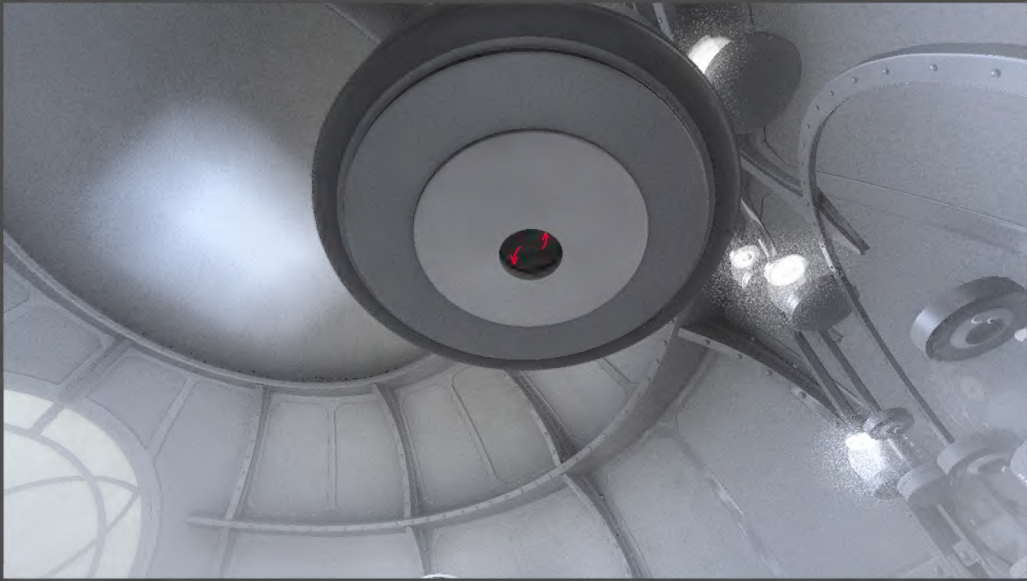
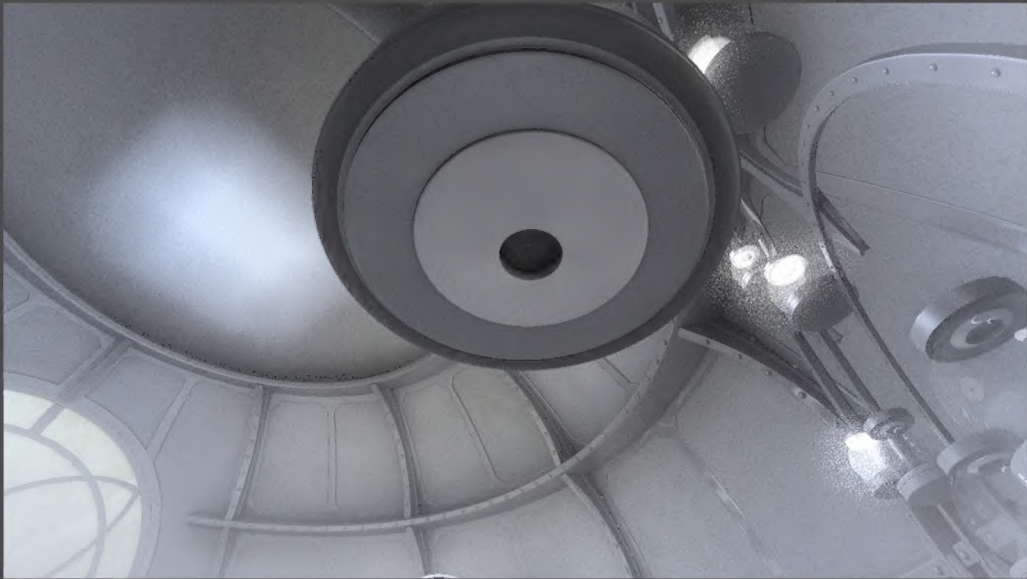
Storyboard View

Reuse set
LB_b17_hawkmoth_lair

Add a Kwami technocage in Monarch lair



Inside view



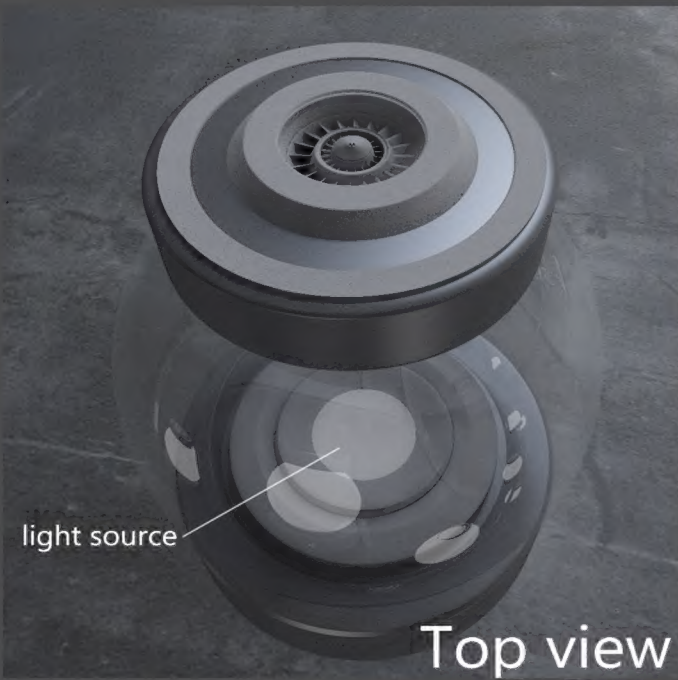
Circles
iron shader



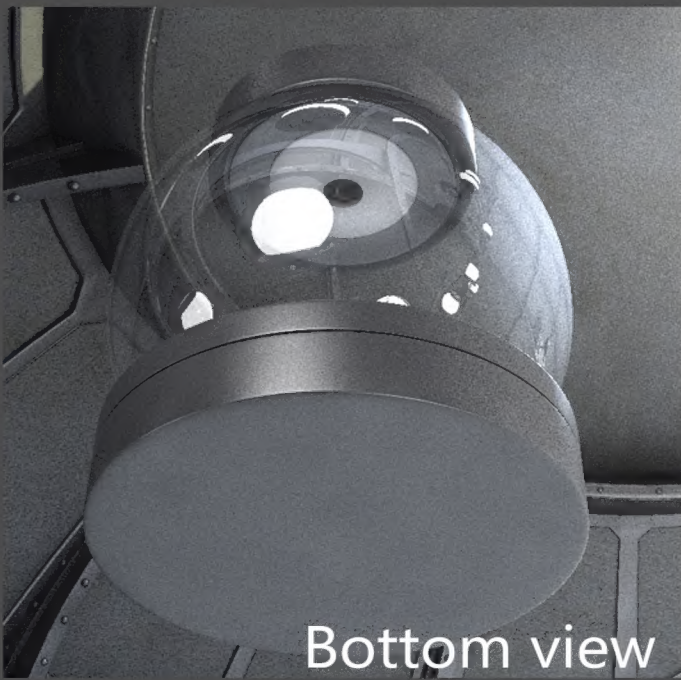
Cages shader



Glass is thick



Top view



Bottom view





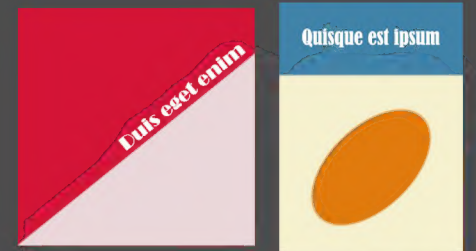
LB5_500_BG004_OLYMPIADES_ART_STORE_INT



opaque glass

opaque glass
semi-transparent glass

女衣坊
Robes



Morbi lobortis vehicula leo

Quisque est ipsum, porta vitae
gravidanec, placerat eget sapien.
Praesent gravida lectus eu pretium pharetra.
Nunc commodo nibh ac libero sollicitudin
, quis pulvinar urna vehicula
. Integer sed ex non mi sodales
blandit in in libero.

Aliquam efficitur, eros eu faucibus
eleifend, tellus diam mattis nisl,
in facilis massa tortor ac purus.

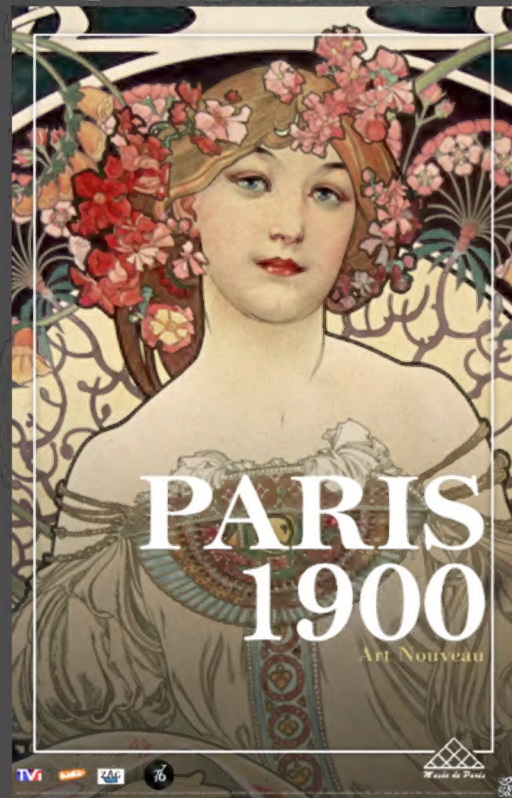
Cras consequat, neque at rhoncus consequat,
ipsum sapien venenatis nisi,
vitae dignissim justo leo facilisis quam.
Duis a urna elit.

美術

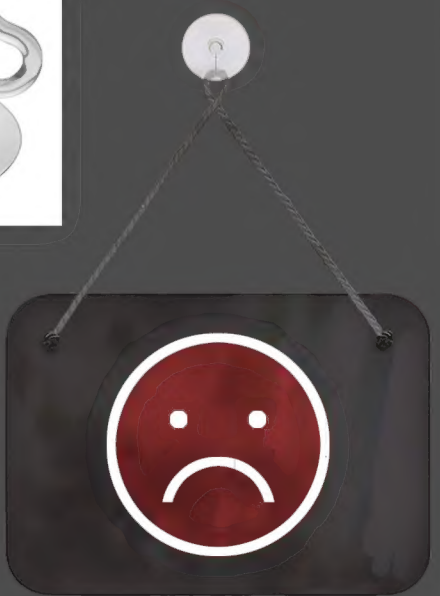
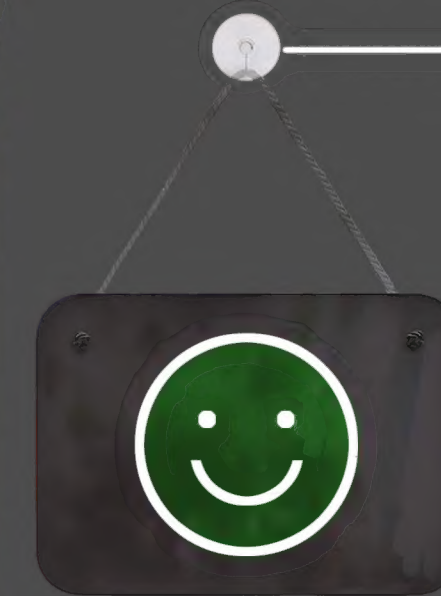
ART
美術



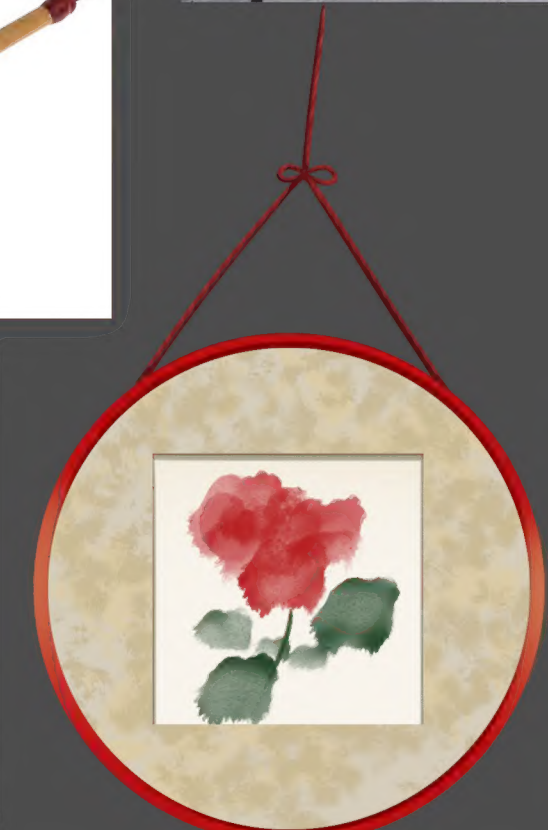
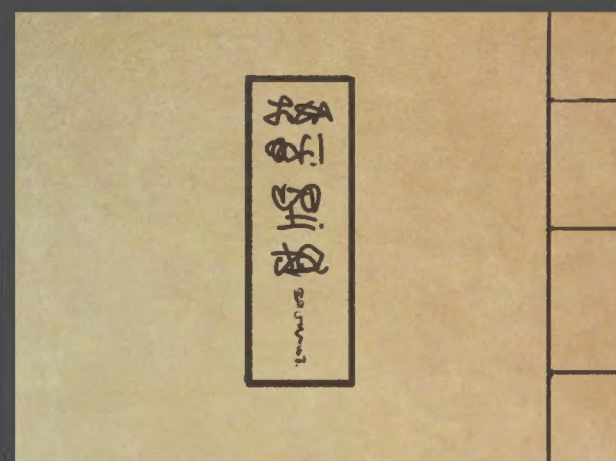
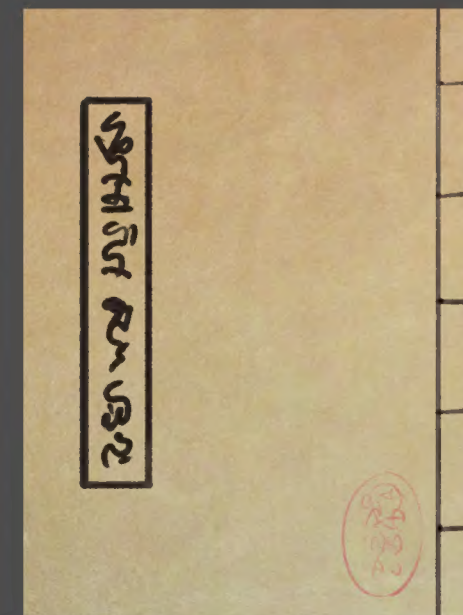
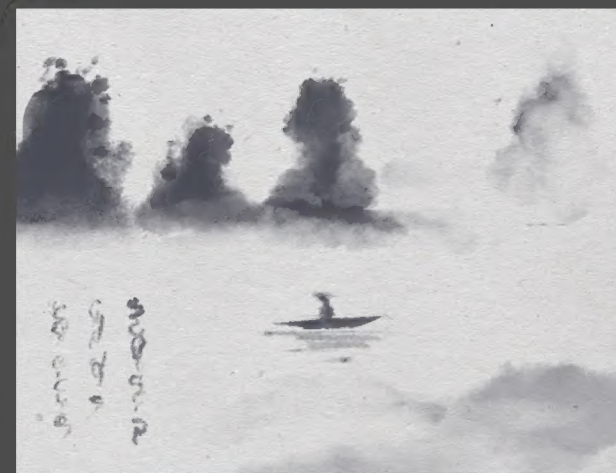
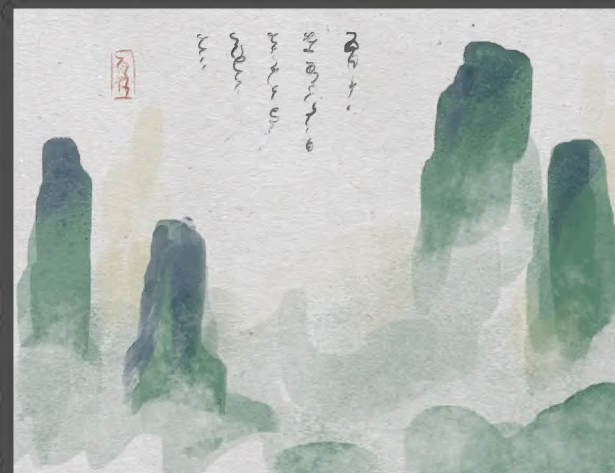
LB3_319_PR003_COLONNE MORRIS
_EXTRA_1920_PICTURE



Windows are semi transparent



Black frame windows photo reference



Miraculous
Tales of Ladybug & Cat Noir

20/04/21 STATUT REAL :
XX/XX/XX RTK OK
LB5_500_BG003_OLYMPIADES_EXT
ART_SHOP



RIGHT SIDE 01



RIGHT SIDE 02

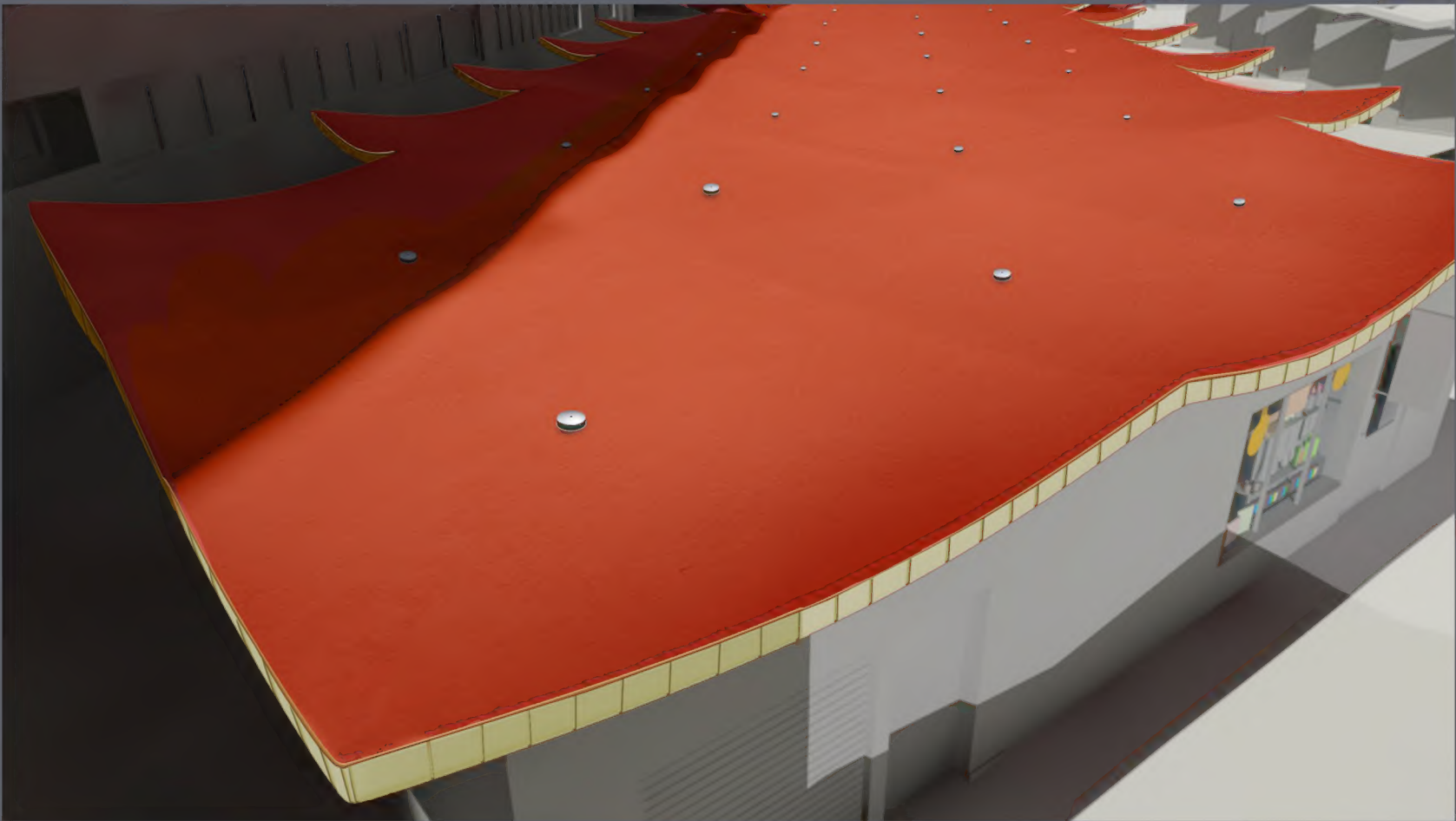


LEFT SIDE

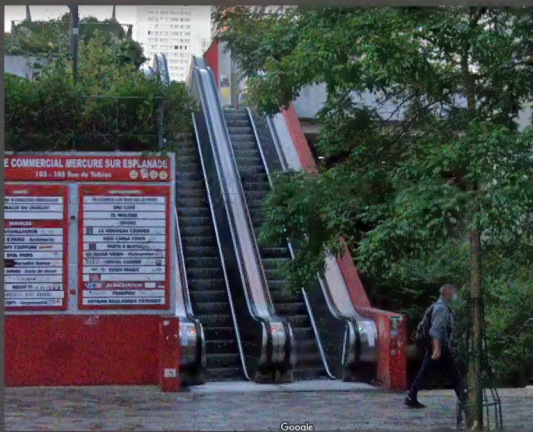
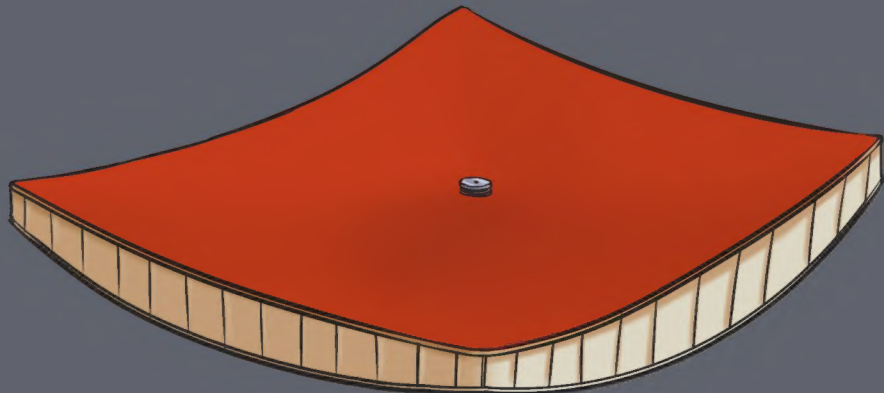


ALL SHOPS ARE EQUIPPED WITH METALLIC SHUTTERS

ROOF DETAILS



Shader



References



Library

Reuse books from
LB2_200_bg015_alya_house_living_room_int

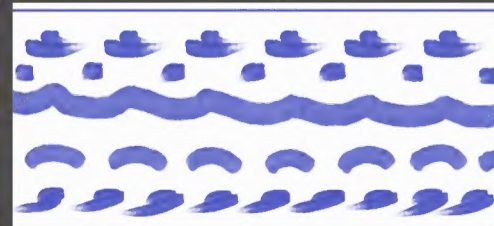
Reuse dragon from
LB2_200_bg023_master_fu_kitchen_int



book covers



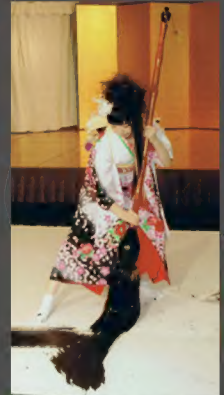
Pencil pot



boxes shader



Giant brush



miraculous
Tales of Ladybug & Cat Noir

15/05/21 STATUT REAL :
XX/XX/XX RTK OK
LB5_500_BG004_OLYMPIADES_ART_
STORE_INT

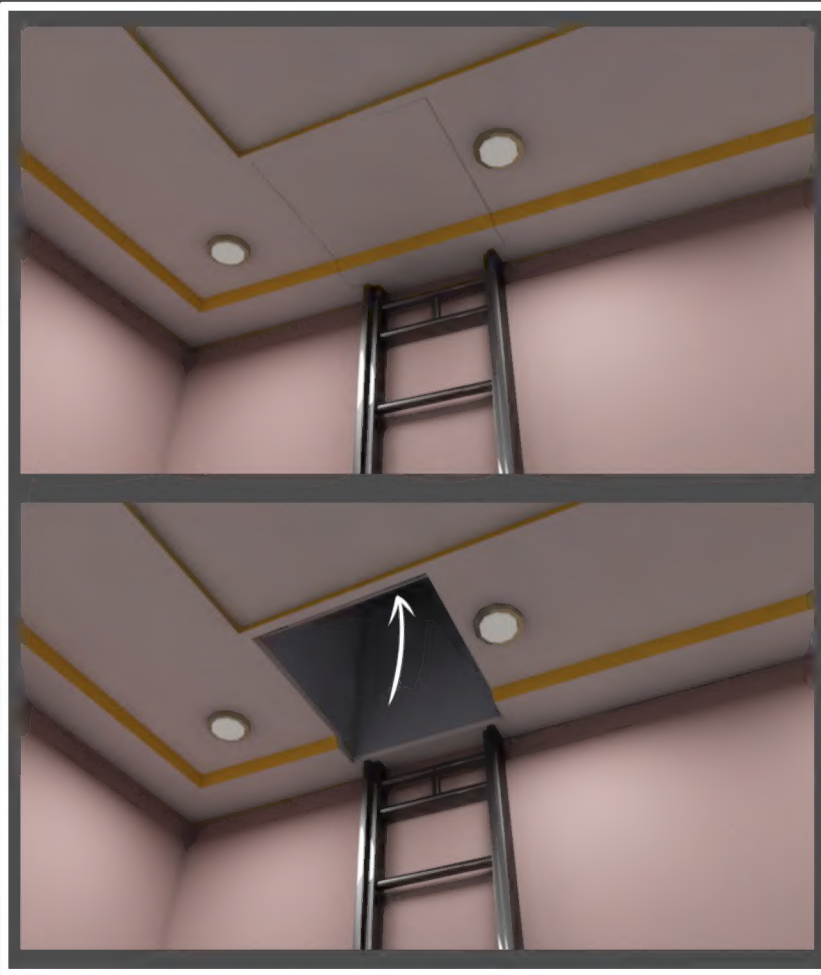
Reuse set
LB1_100_bg028_hotel_bedroom

Reuse models
LB4_416_pr014_suitcase_blue

LB5_506_PR002_KITTY_SECTION_ STICKERS_NO_LOGO



Sides are light grey



miraculous
Tales of Ladybug & Cat Noir

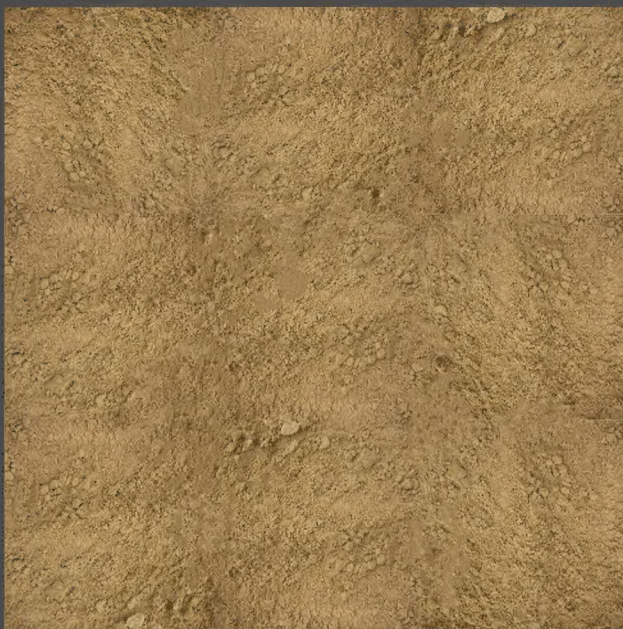
18/05/21 STATUT REAL :
XX/XX/XX RTK OK

LB5_500_BG005_HOTEL_ZOE_BEDROOM
_INT

All buildings are HD version



Parked cars in the street



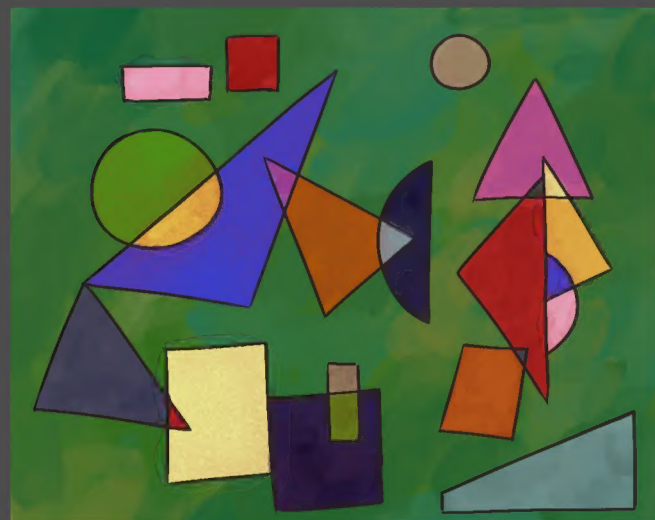
Shader



entrance



Storyboard View



Night version



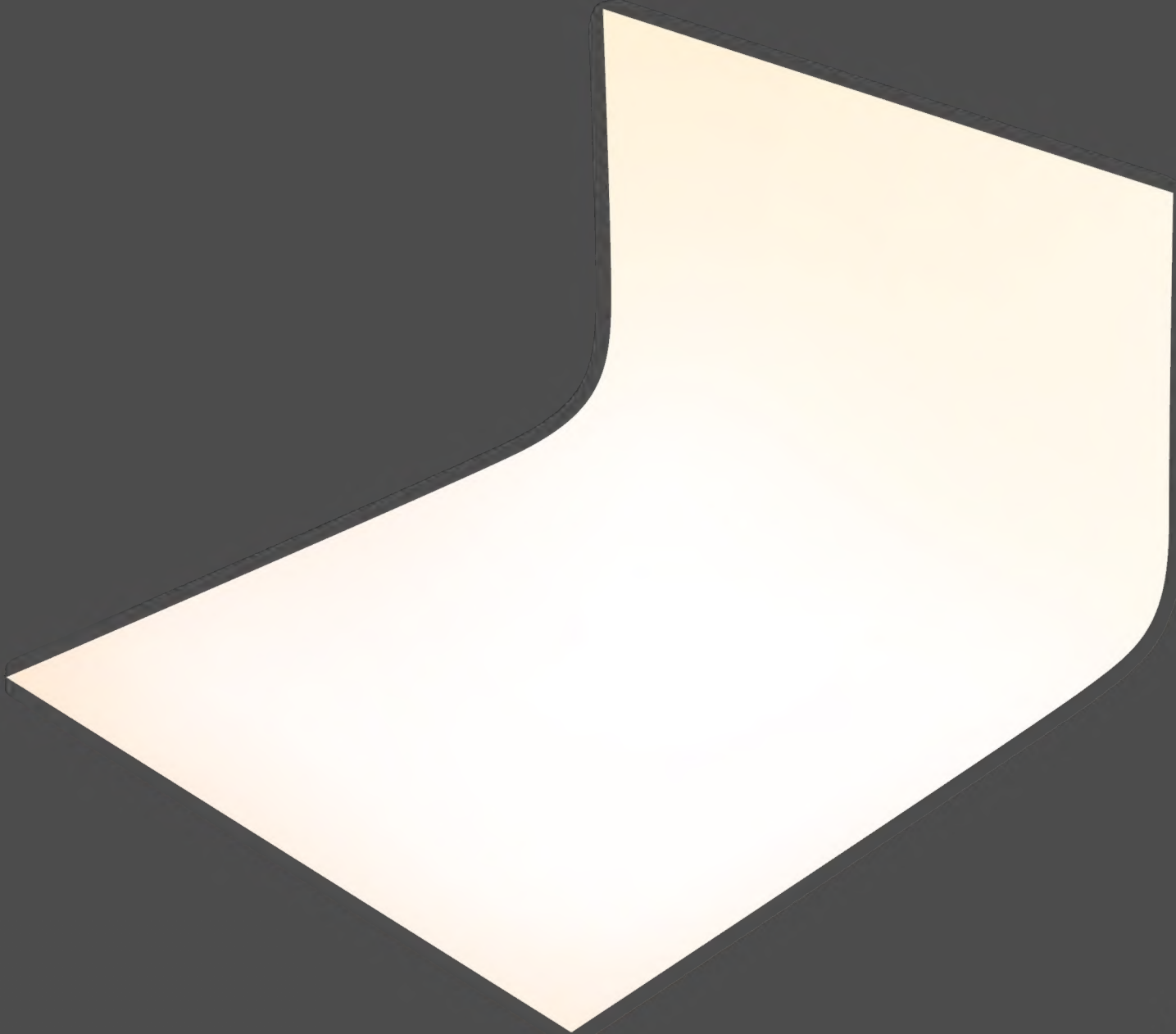
Shader

Miraculous
Tales of Ladybug & Cat Noir

12/02/21 STATUT REAL :
XX/XX/XX RTK OK
LB5_500_BG007_FELIX_HOUSE_LIVING_
ROOM_INT



Storyboard View



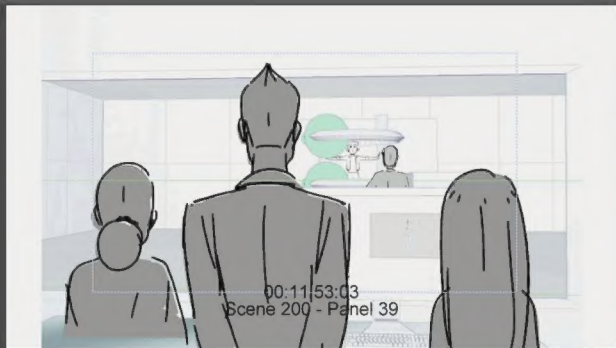
yellow/orange lighting



Relation Size

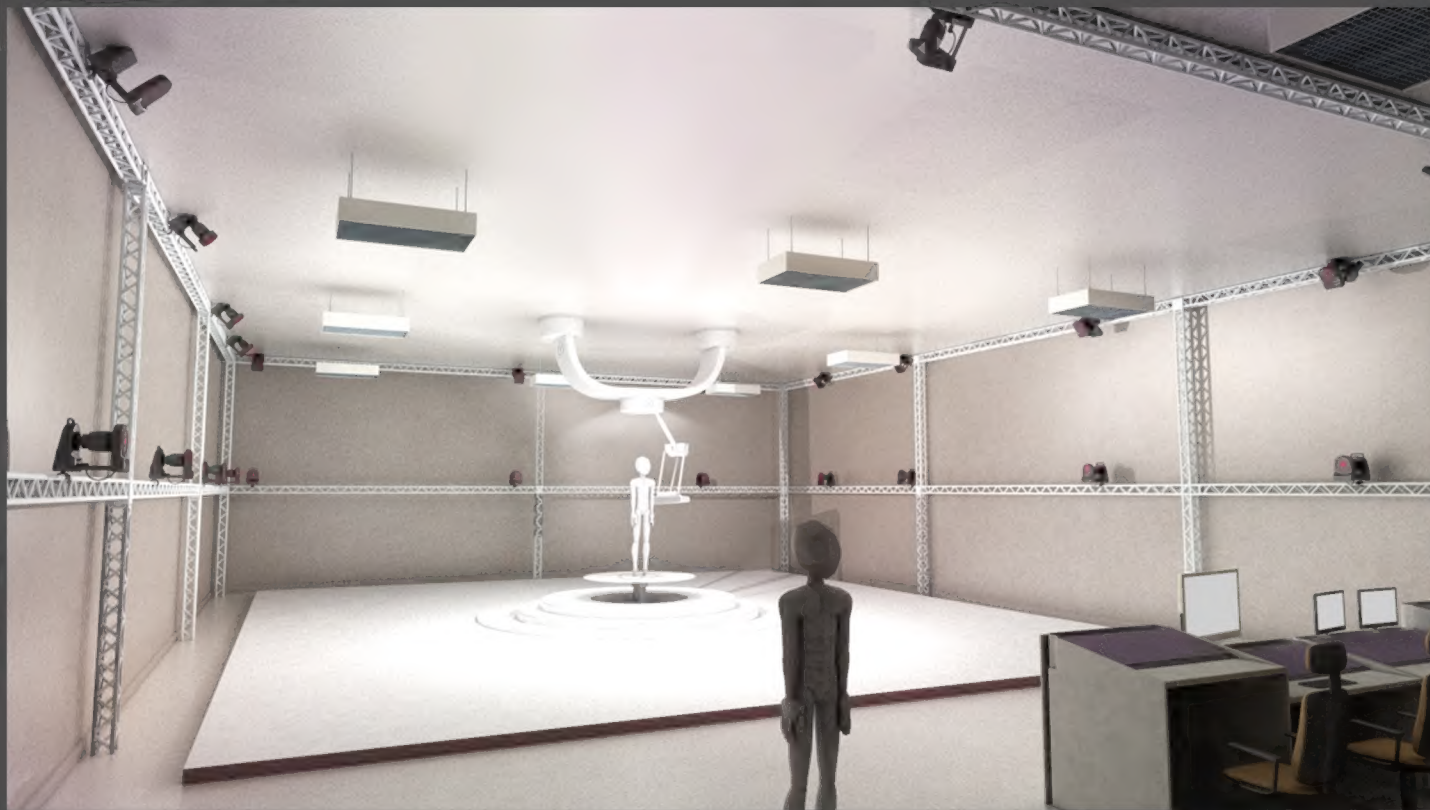


Color reference
from Pixelator/Numeric episode



Storyboard View

Reuse set
LB2_200_bg009_tv_studio_control_room_int_set



Character reference : adult male



Reuse PCs, tables and chairs from the reused set

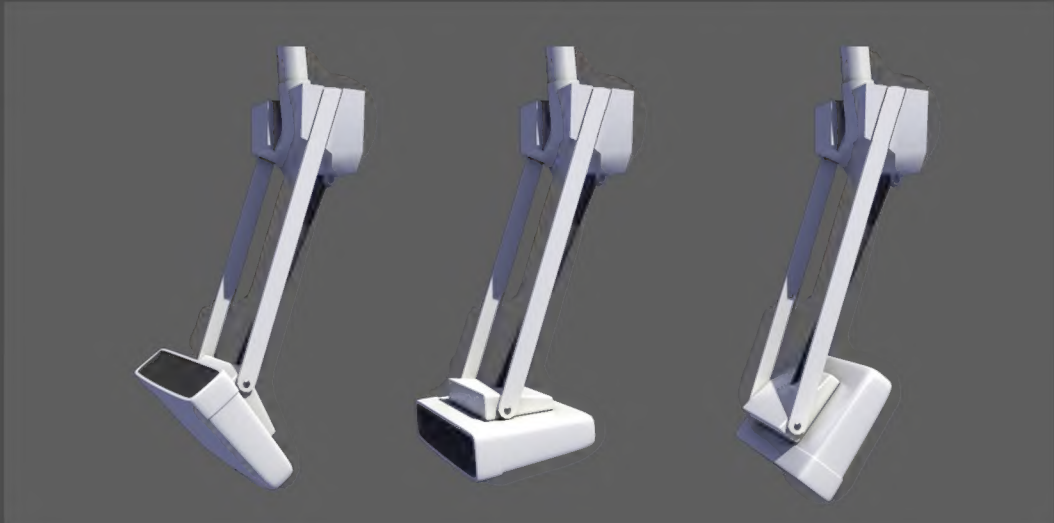
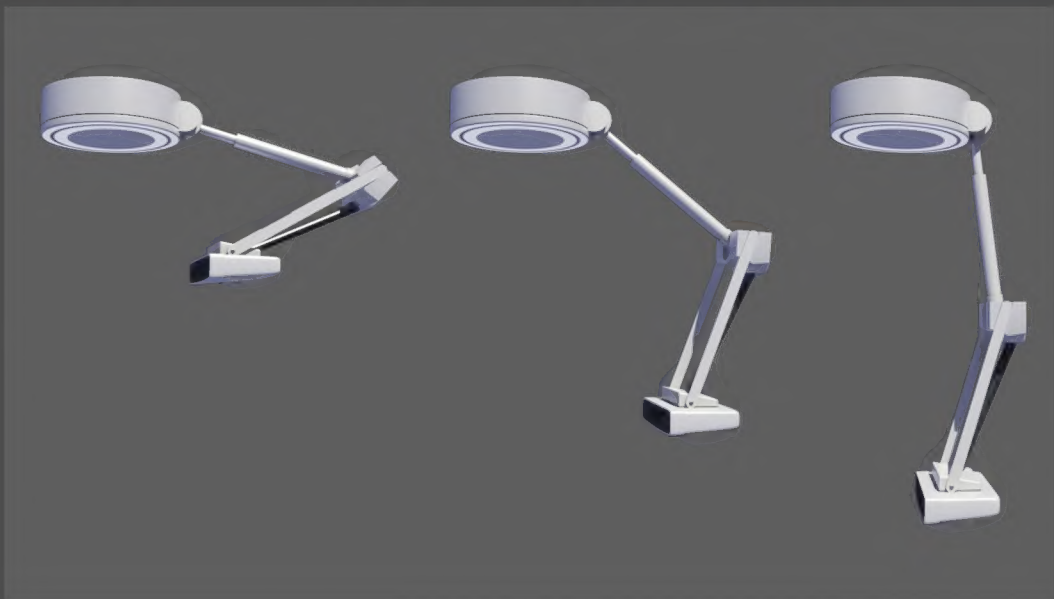
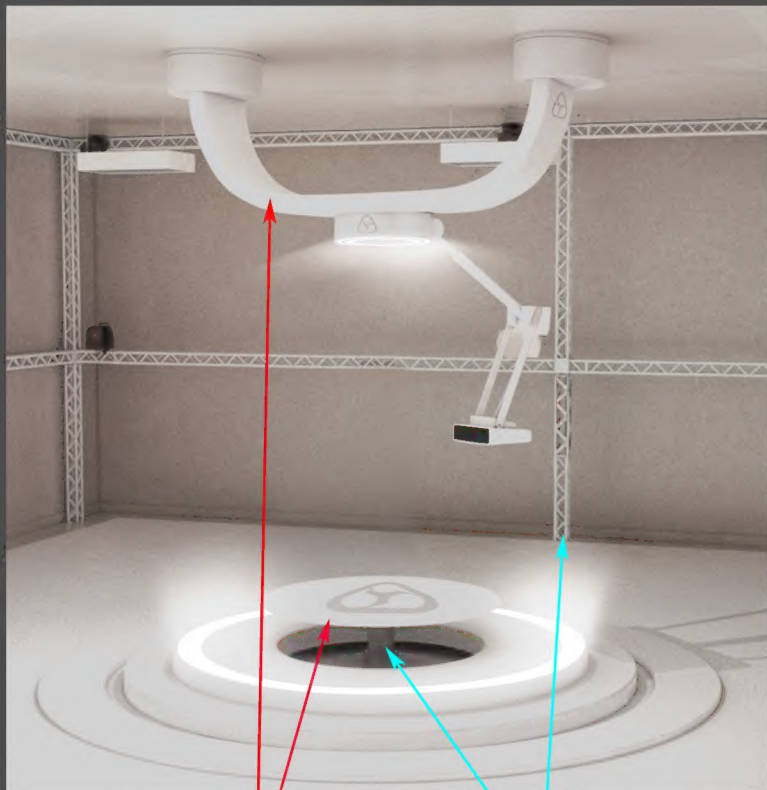
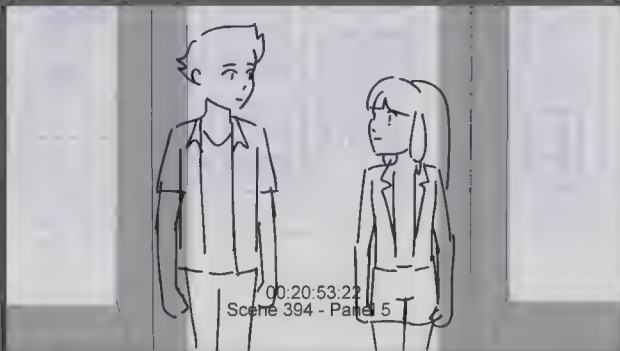


Photo reference

Miraculous
Tales of Ladybug & Cat Noir

22/02/21 STATUT REAL :
XX/XX/XX RTK OK
LB5_502_BG003_TSURUGI_LAB



Storyboard View

LB_b30_Paris_Street_set

LB5_502_BG005_GABRIEL_STORE_INT

Reuse models



Reuse the door system from LB5_502_BG005_GABRIEL_STORE_INT



Day version

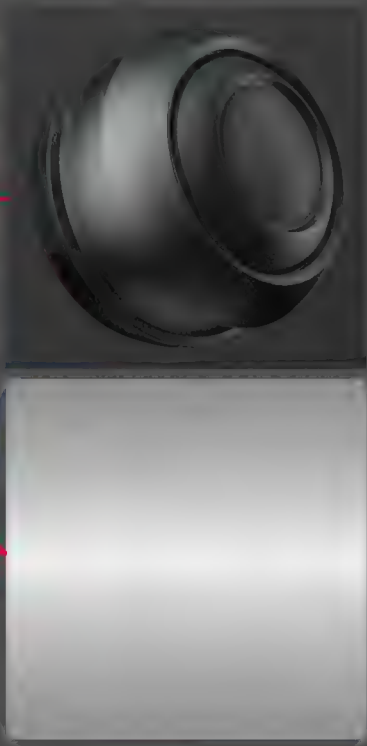
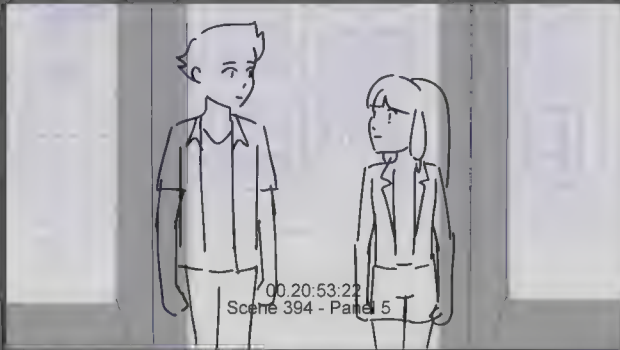


Photo references





Storyboard View

LB5_500_PR001_ALLIANCE

Reuse models



character size reference : Cat noir



Door system



the door slides from left to right inside the empty space

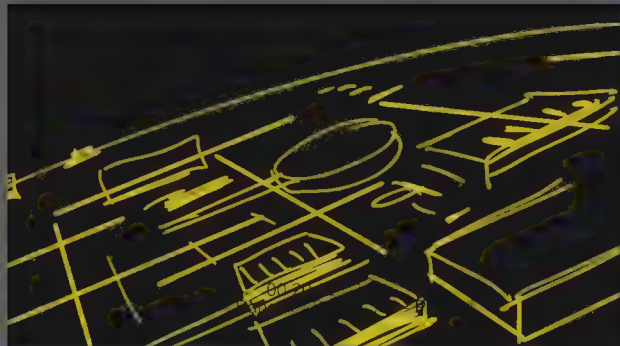


white paint

black aluminum

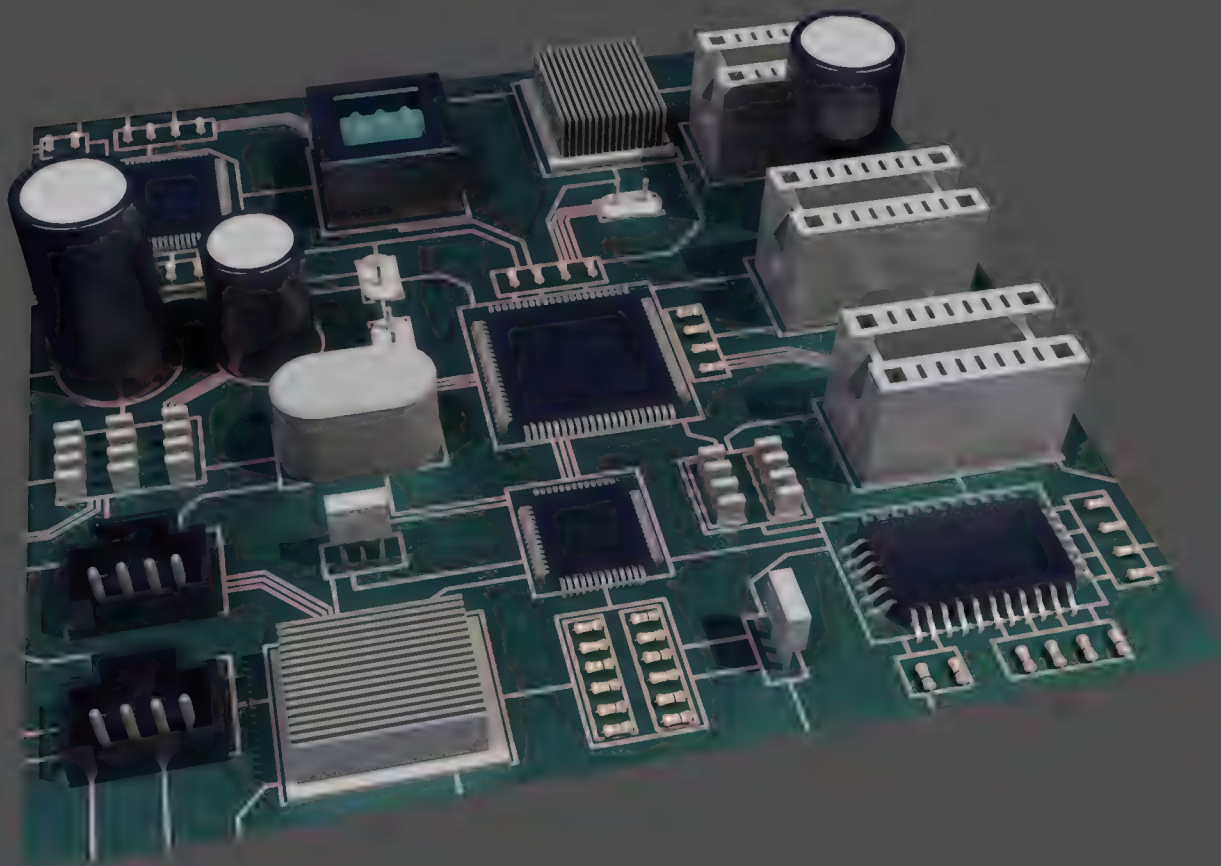
Photo references



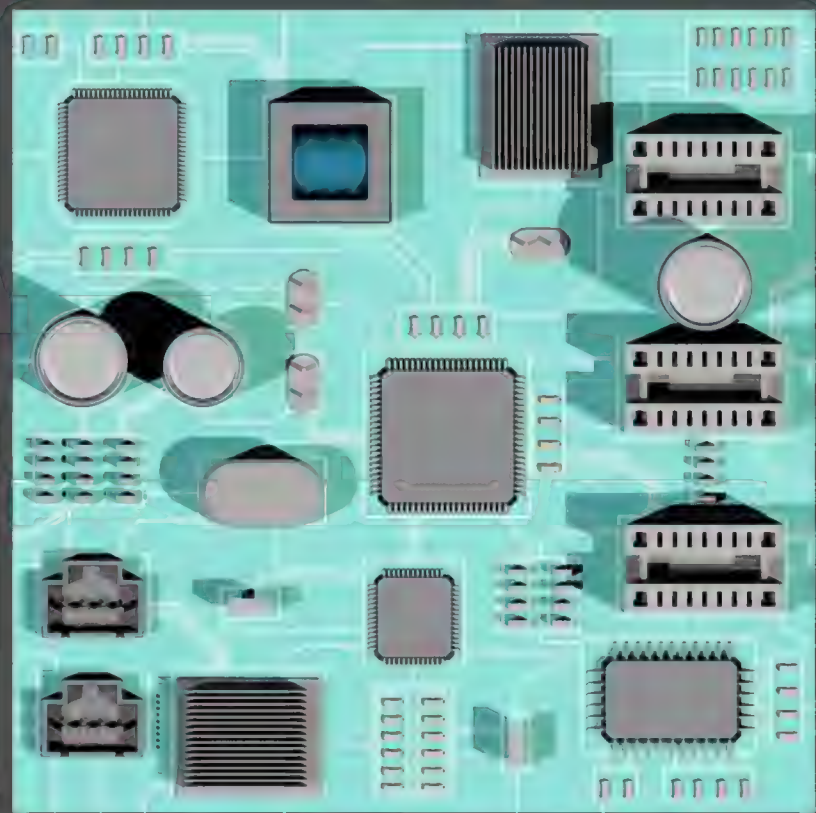
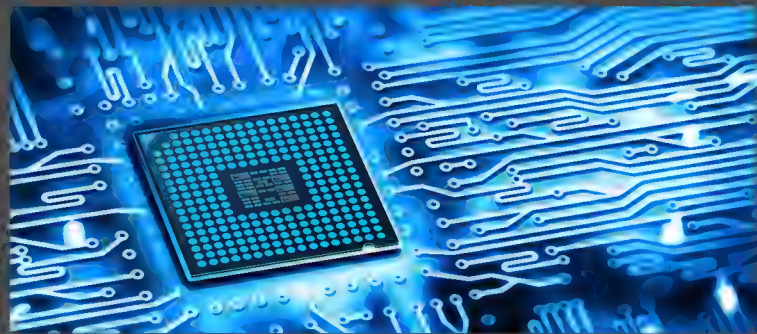
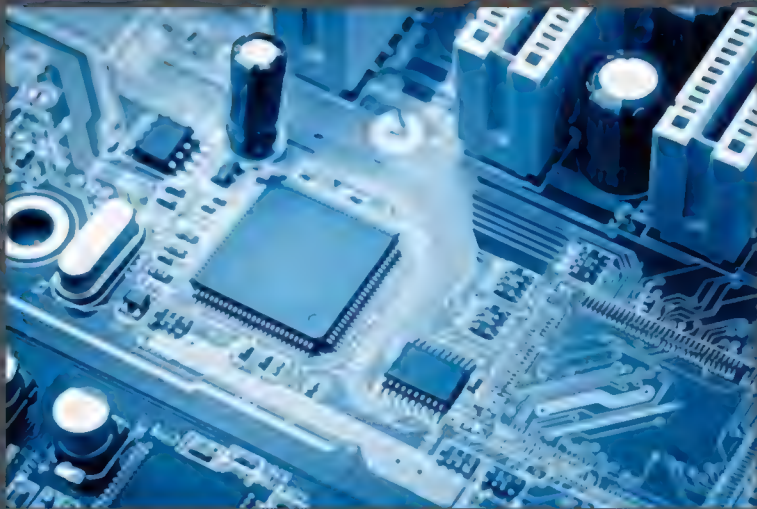
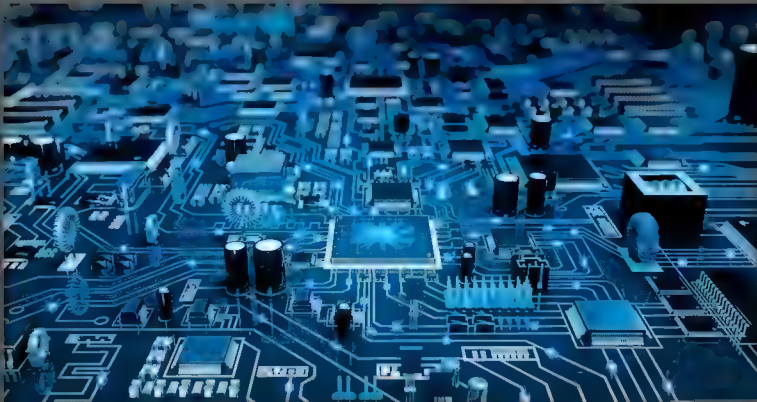
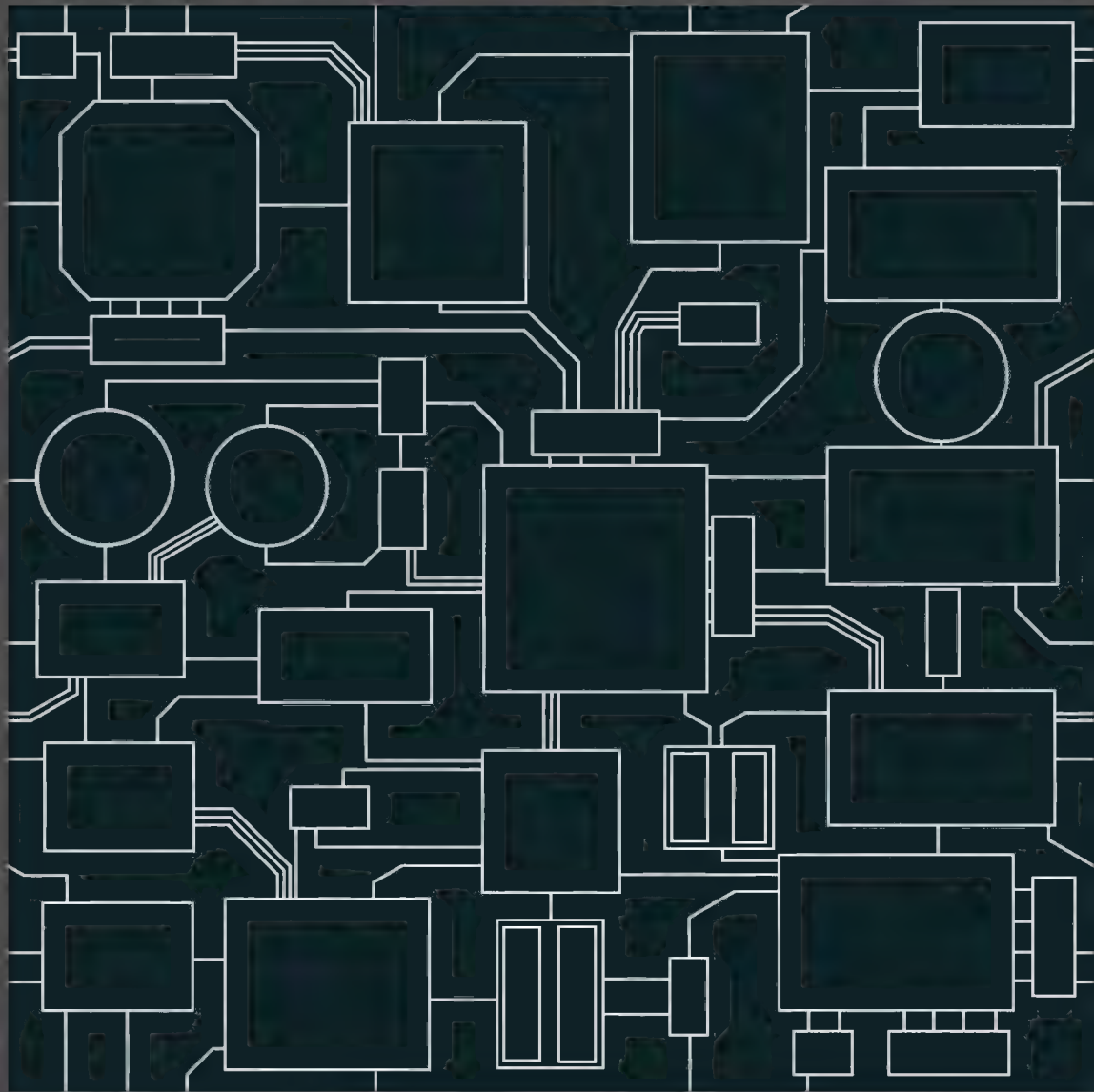


Storyboard View

Create a square motherboard and duplicate it to make an endless world



Use this tiling map



top view



Photo references



Storyboard View

Reuse set
LB3_306_BG010_PARIS_LARGE_VIEW_BRAMBLES_SET_EXT

LB2_203_PR006_FULL_MOON

Reuse clouds and moon





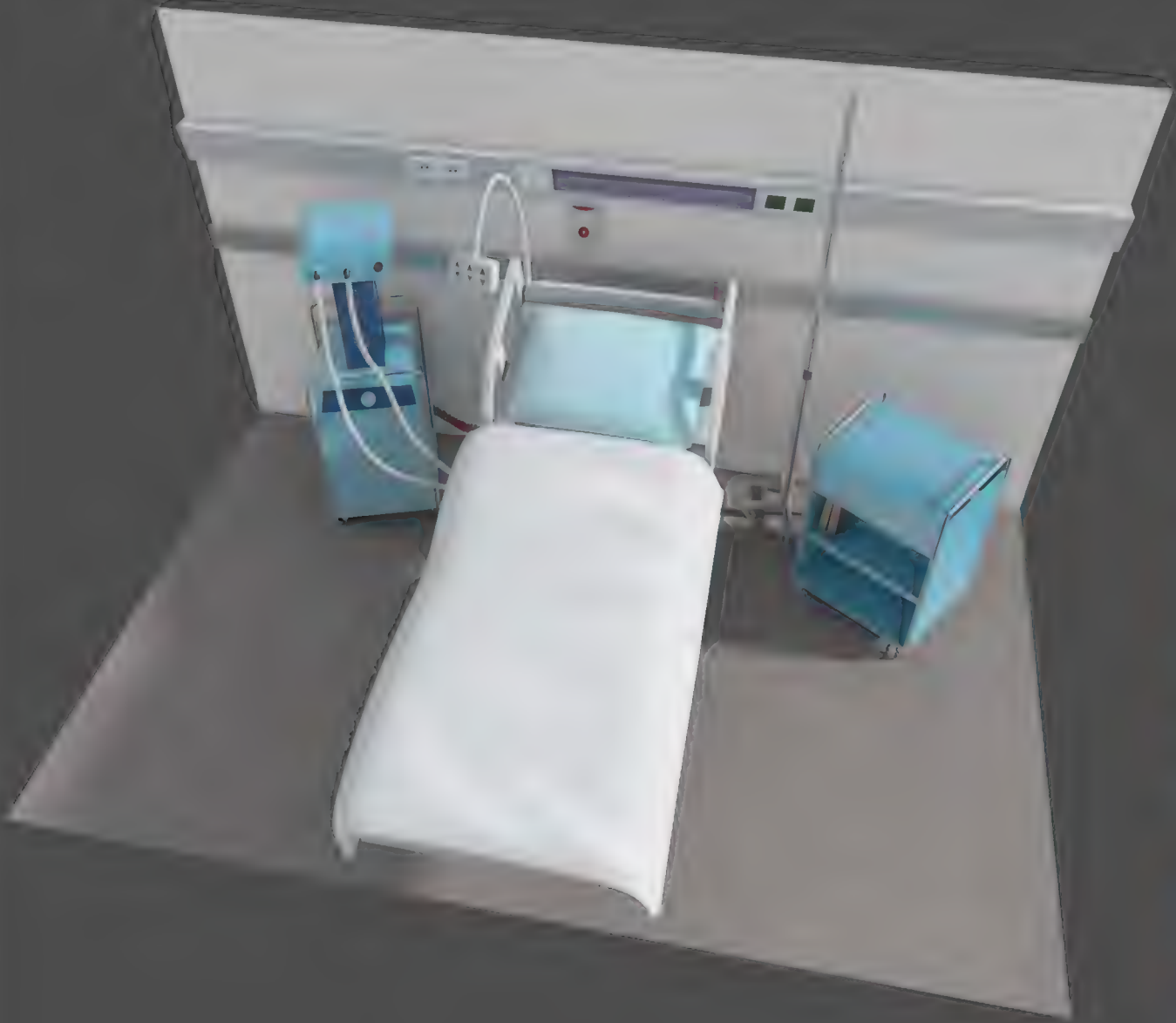
17/02/21 STATUT REAL :
XX/XX/XX RTK OK
LB5_502_BG027_LONDON_CLOUDS_EXT



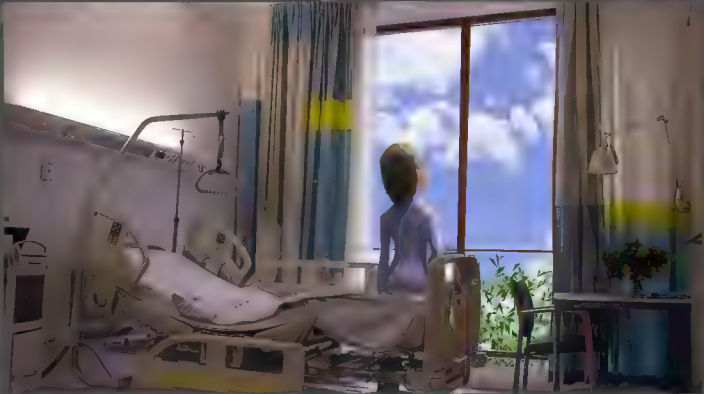
Storyboard View

Reuse the bed from
lb2_200_bg017_alya_house_alya_
bedroom_int_set

LB_p439_trolley_books_set



Animatic view
Pillow and duvet must be rigged



Shader



Storyboard View

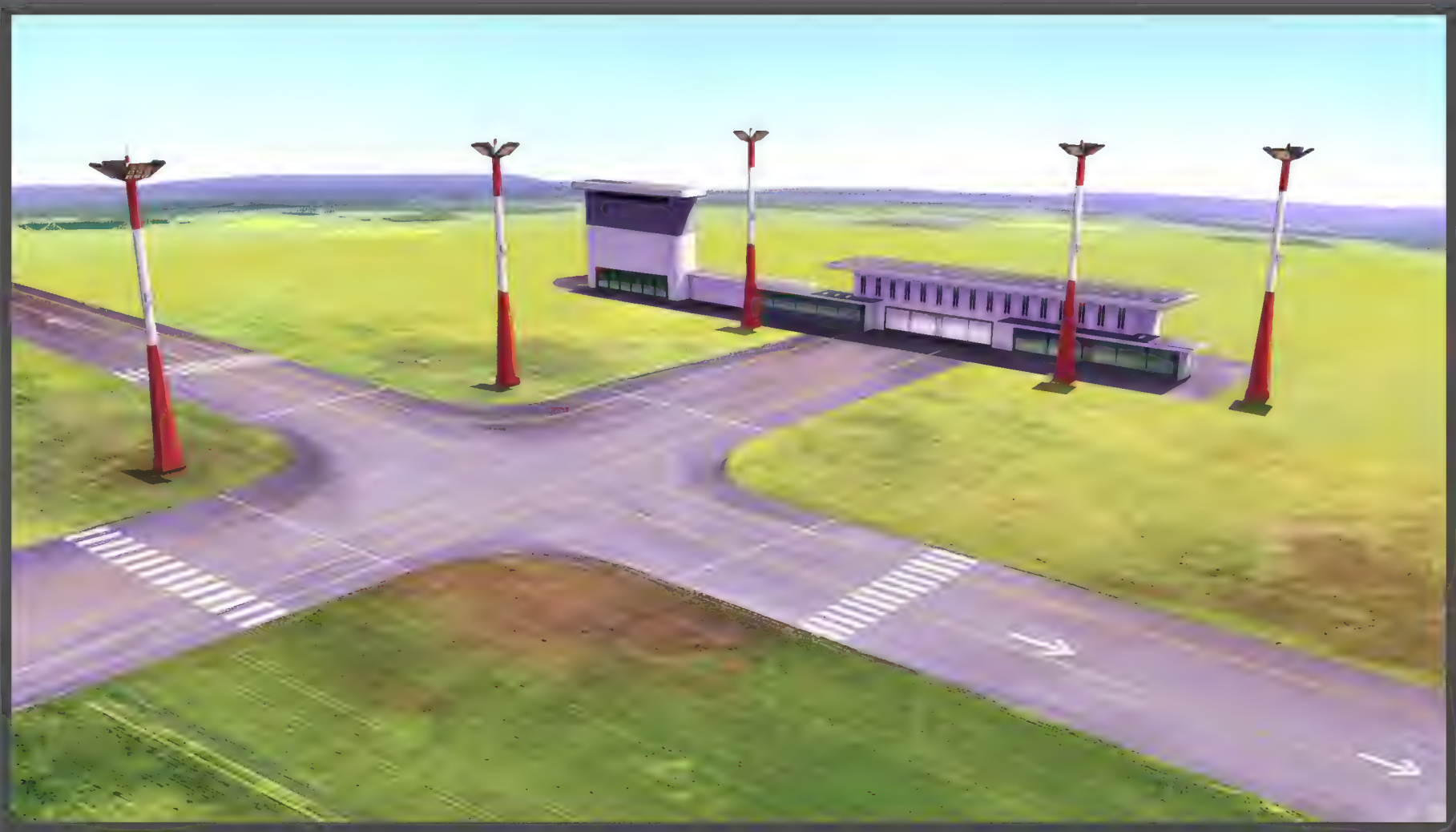
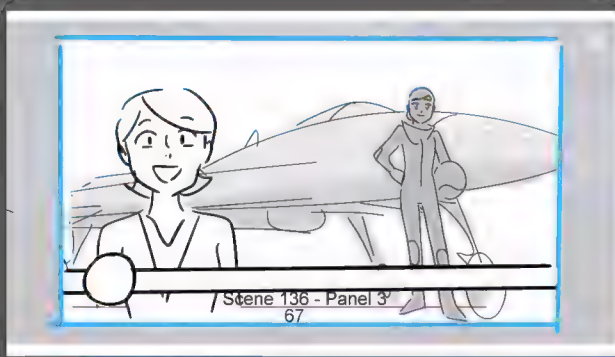


Reuse set



miraculous
Tales of Ladybug & Cat Noir

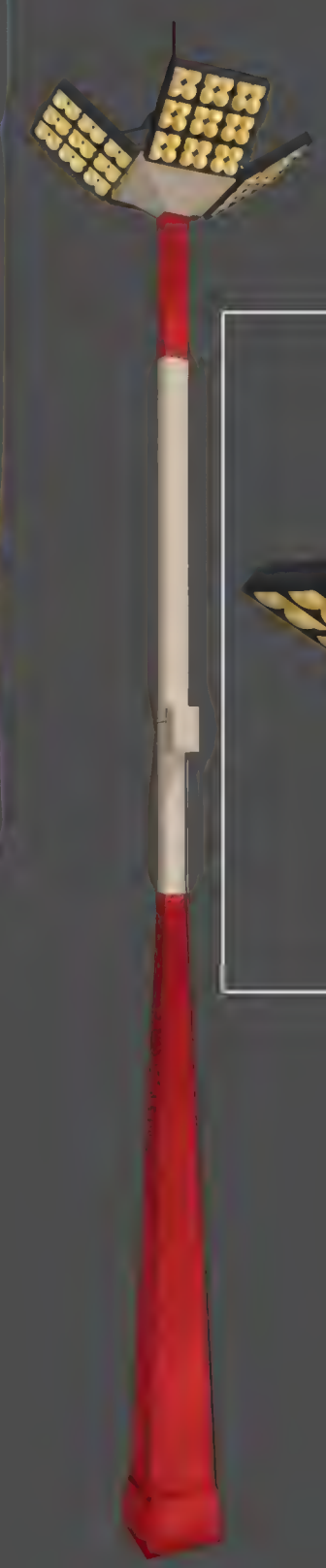
23/06/21 STATUT REAL :
XX/XX/XX RTK OK
LB5_512_BG007_
LILA_NEW_BEDROOM_01_SETD_INT



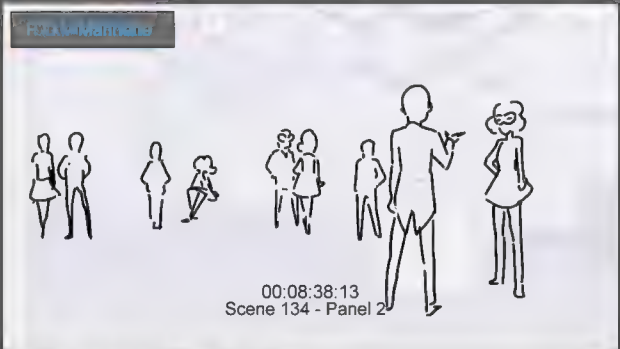
Ground close up reference



Sky only for reference



Shader



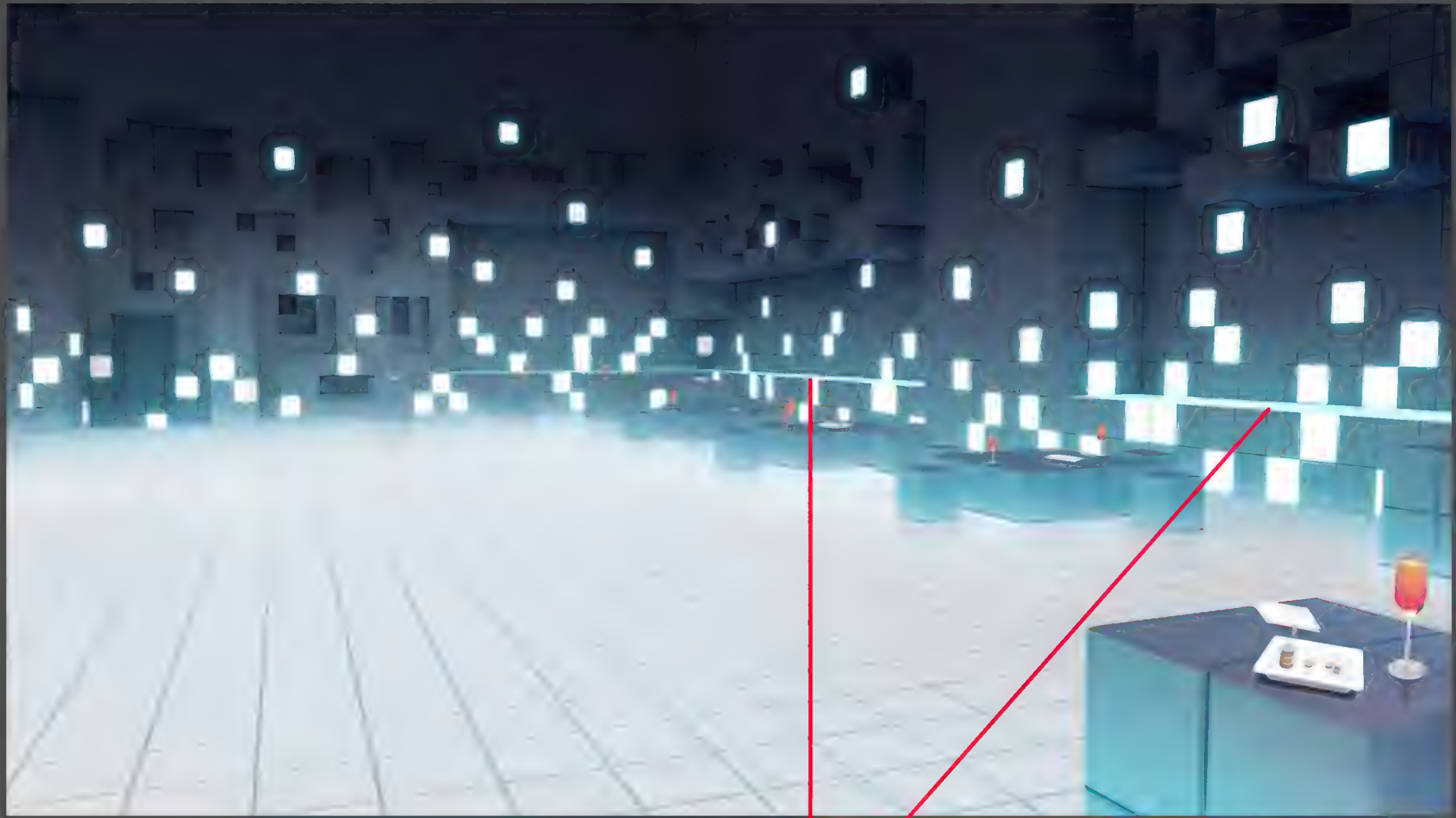
Storyboard View



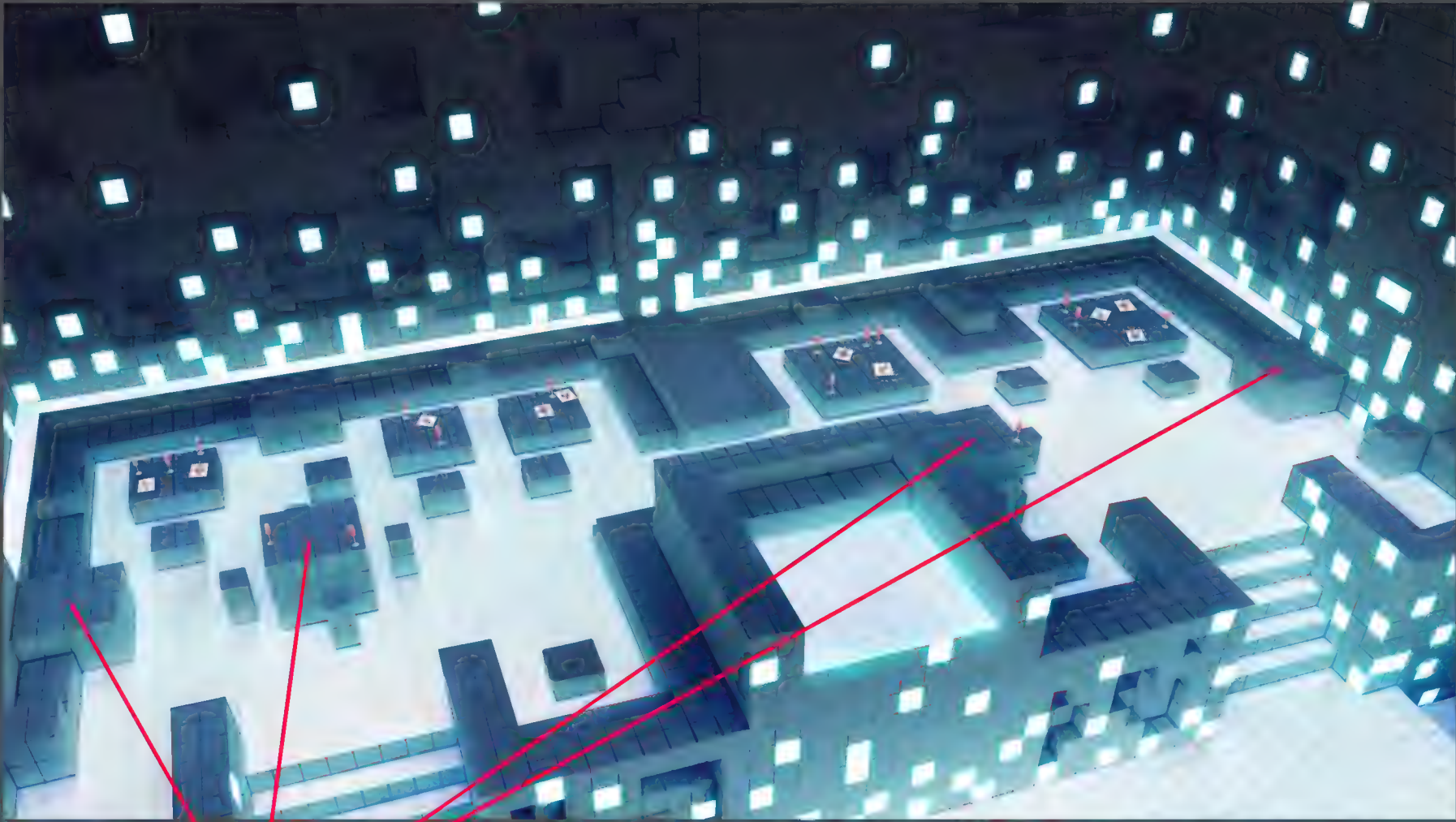
Reuse set
LB4_409_PR006_STEMMED_GLASSES
LB1_100_PR252_TABLE_CLOTH

Children floor

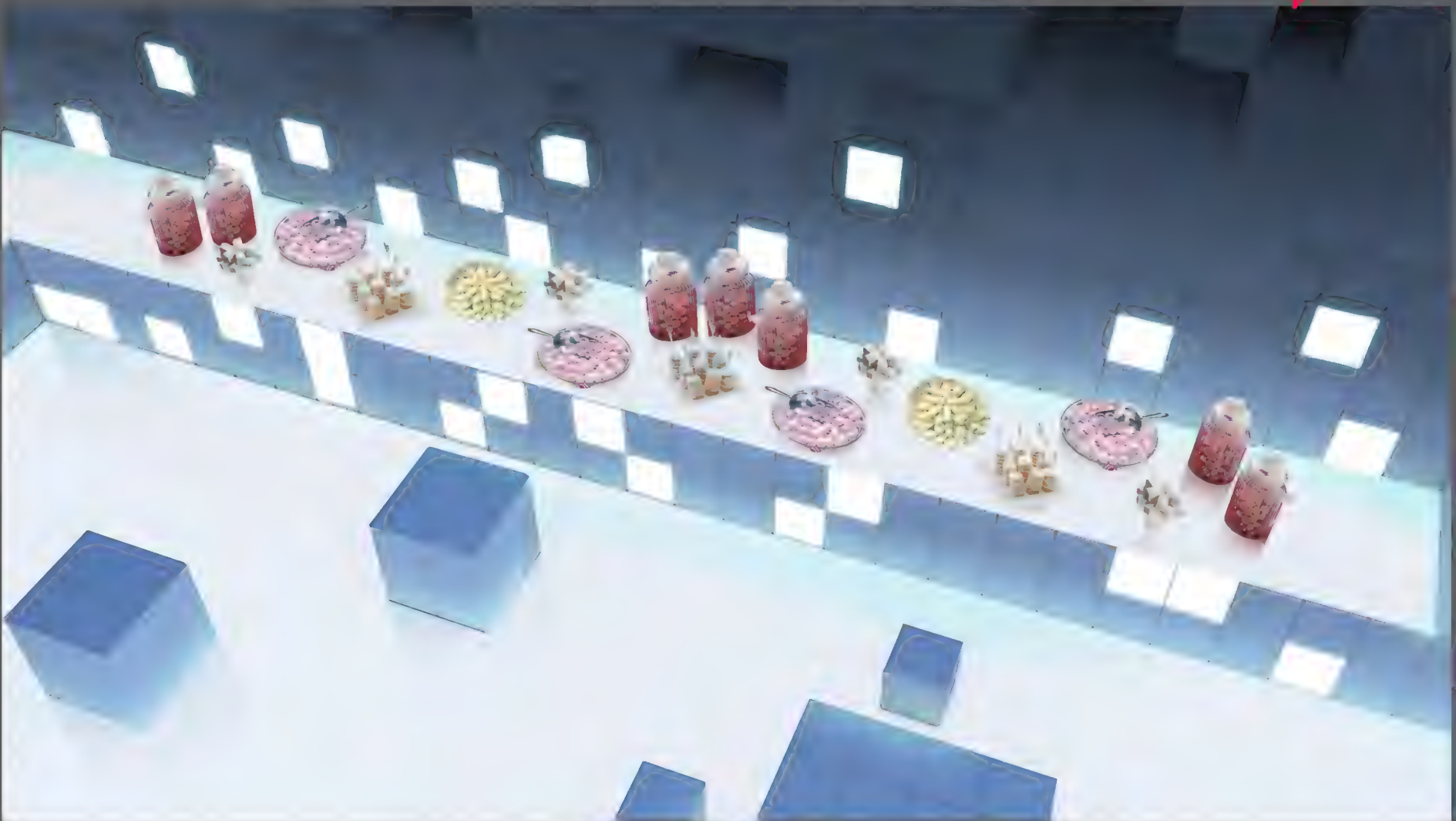
Place glasses, tablecloths, plates (filled with buffet's food)



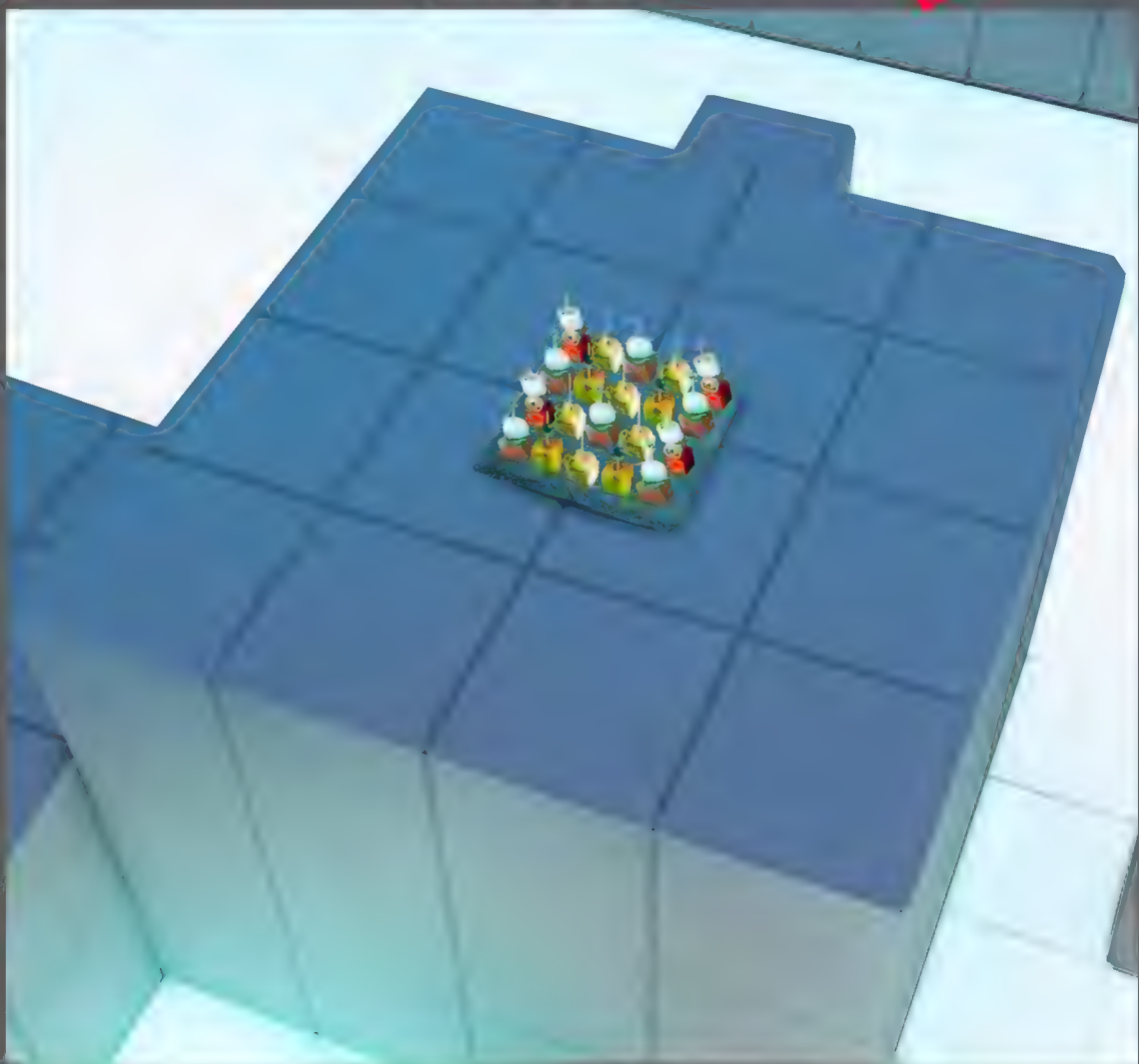
Adult floor



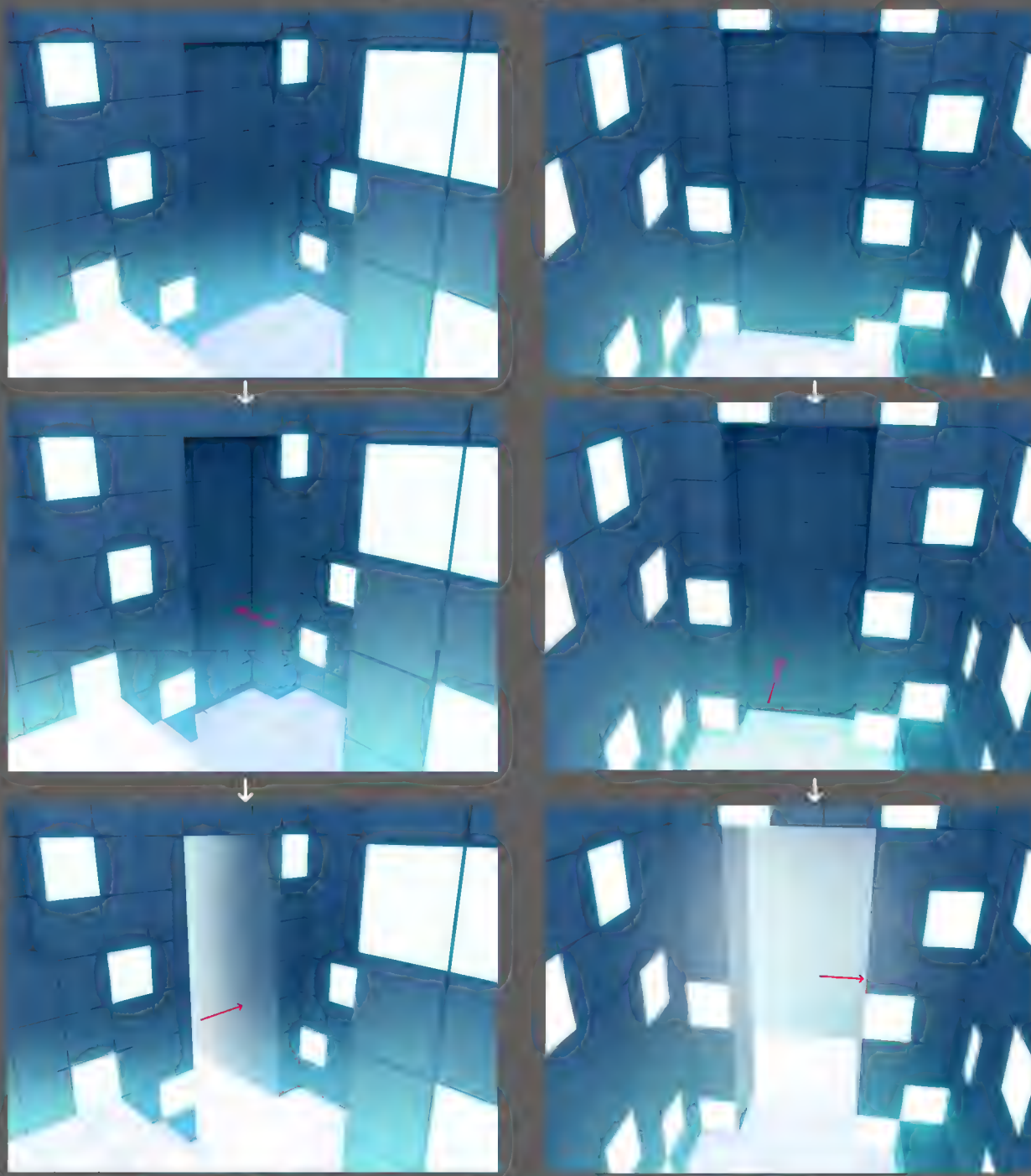
Children buffet (mirrored on the other side)



Adult buffet



Doors system



glasses in hands : LB4_409_PR006_STEMMED_GLASSES



21/10/21 STATUT REAL :
XX/XX/XX RTK OK

LB5_518_BG005_GRAND_PALAIS_INSIDE
_CUBE_SETD_INT

Extra teenagers mannequin posing (LB5_518_REF018_INSIDE_CUBE_EXTRAS_TEENAGES_02)
Make their face randomly **smiling/speaking/neutral**.
Place randomly **LB5_518_EX002 TO EX006**



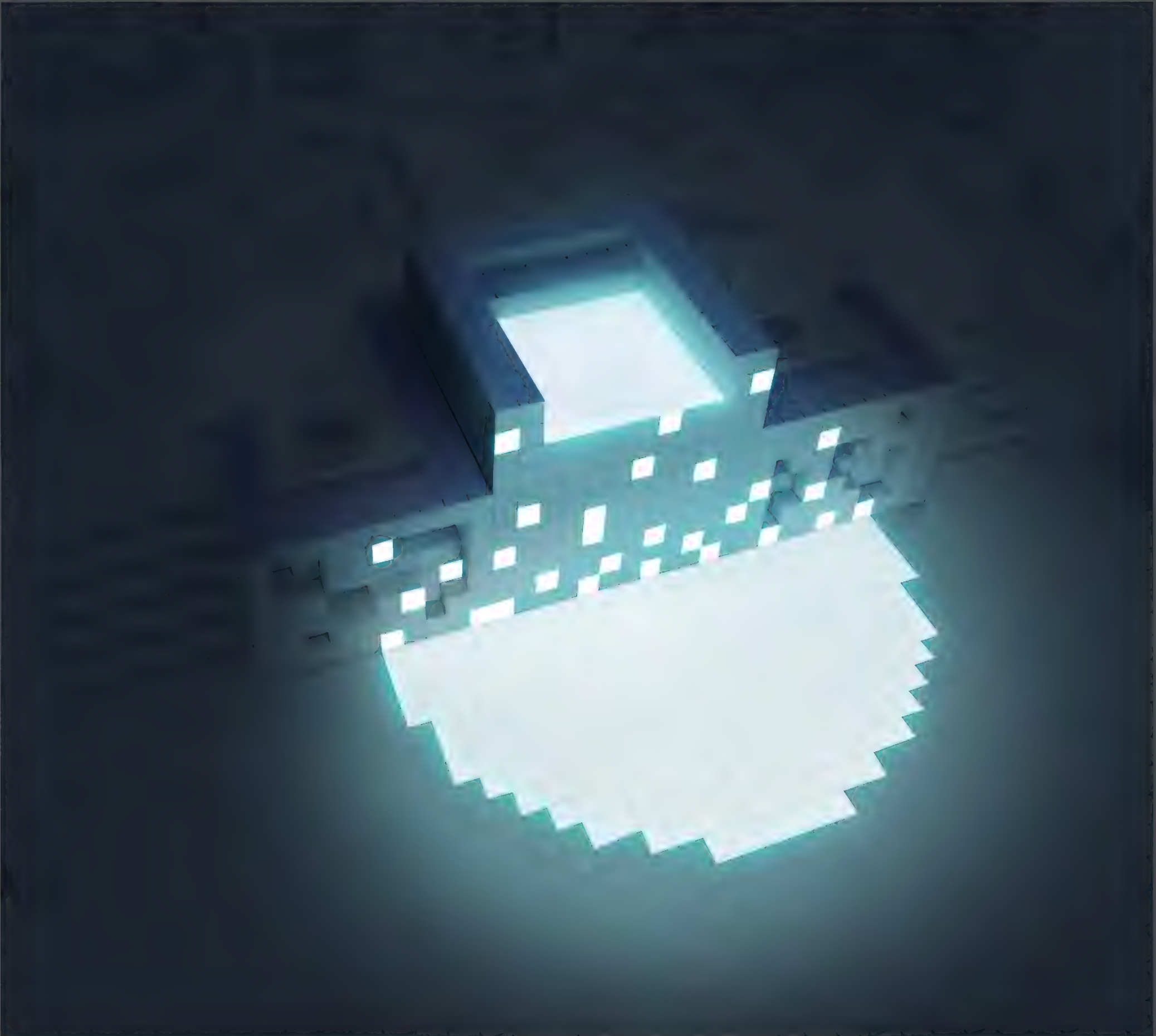


Storyboard View



Reuse set
LB5_518_BG005_GRAND_PALAIS_
INSIDE_CUBE_SETD_INT

Only the throne and the dancefloor are lighted up
(This is only for **Lighting reference**.
Keep mannequins, buffets, glasses and plates)



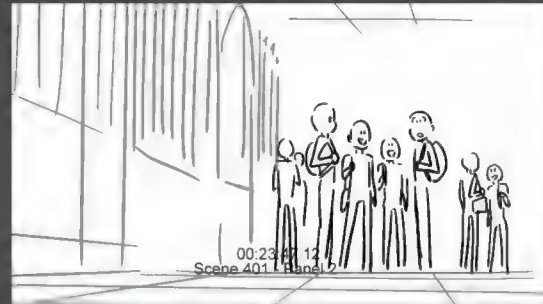
NO CHANGE



glasses in hands : LB4_409_PR006_STEMMED_GLASSES

Extra teenagers mannequin posing (LB5_518_REF018_INSIDE_CUBE_EXTRAS_TEENAGES_02)
Make their face randomly **smiling/speaking/neutral**.
LB5_518_EX002 TO EX006

00:23:43.02
Scene 399 - Panel 2



Zqesrsfdyhcuivib
dsrvdtfyfbnvcui
vcxfrsdtsbuj
xxvgdtsdbnwqu



II bis



07/12/21 STATUT REAL :
XX/XX/XX RTK OK
LB5_521_BG012_PARIS_STREET_LILA
SCHOOL_SETD_EXT

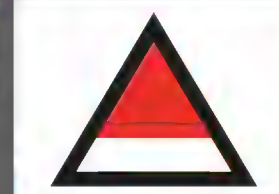
[illegible]

၂၀၁၆-၂၀၁၇ ခုနှစ်အတွက်
 အမျိုးသမီးများ၏ အသက်မွေးဝမ်းကျောင်း
 အခြေအနေအထား
 ၂၀၁၆-၂၀၁၇ ခုနှစ်အတွက်
 အမျိုးသမီးများ၏ အသက်မွေးဝမ်းကျောင်း
 အခြေအနေအထား
 ကုမ္ပဏီအမျိုးသမီး
 ဝန်ထမ်းများ၏
 အသက်မွေးဝမ်းကျောင်း
 အခြေအနေအထား

dchubob
 jshpshchubobsh
 hshpshchubobshcd
 shpshchubobshcdiuergrci
 hshpshchubobshcdi
 hshpshchubobshcdi
 kjshpshchubobshcdiuehviu

AEDVOCATA
g d f b c h k l m n o p q
s h d g e t s o l o z e g b r i a
s c h y v h i j h v i e t u

● **BvCxFdVH**
FdGlnobcdmfbf
shdghpsadgbrhs
Bjadnvwjvotdsja



jsbgrlleskhlhgwllhgdz
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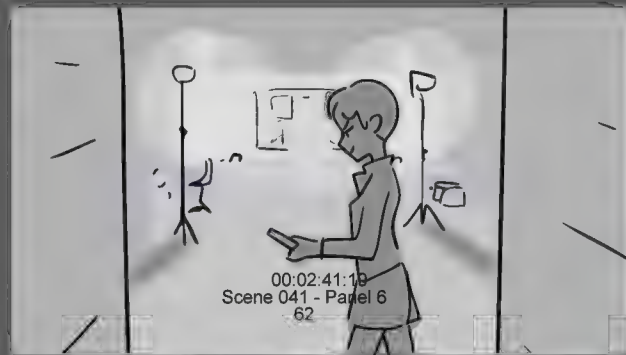
jyehdruvndnhsuubhst
H. H. H.

AEDONGTA

□ BvCxxDvB
Fdghijklmnpq
shdghpdaqgrls
Bjahnvwjvhtdsja

[illegible]

Aimant



Storyboard View

Move the panel and the table

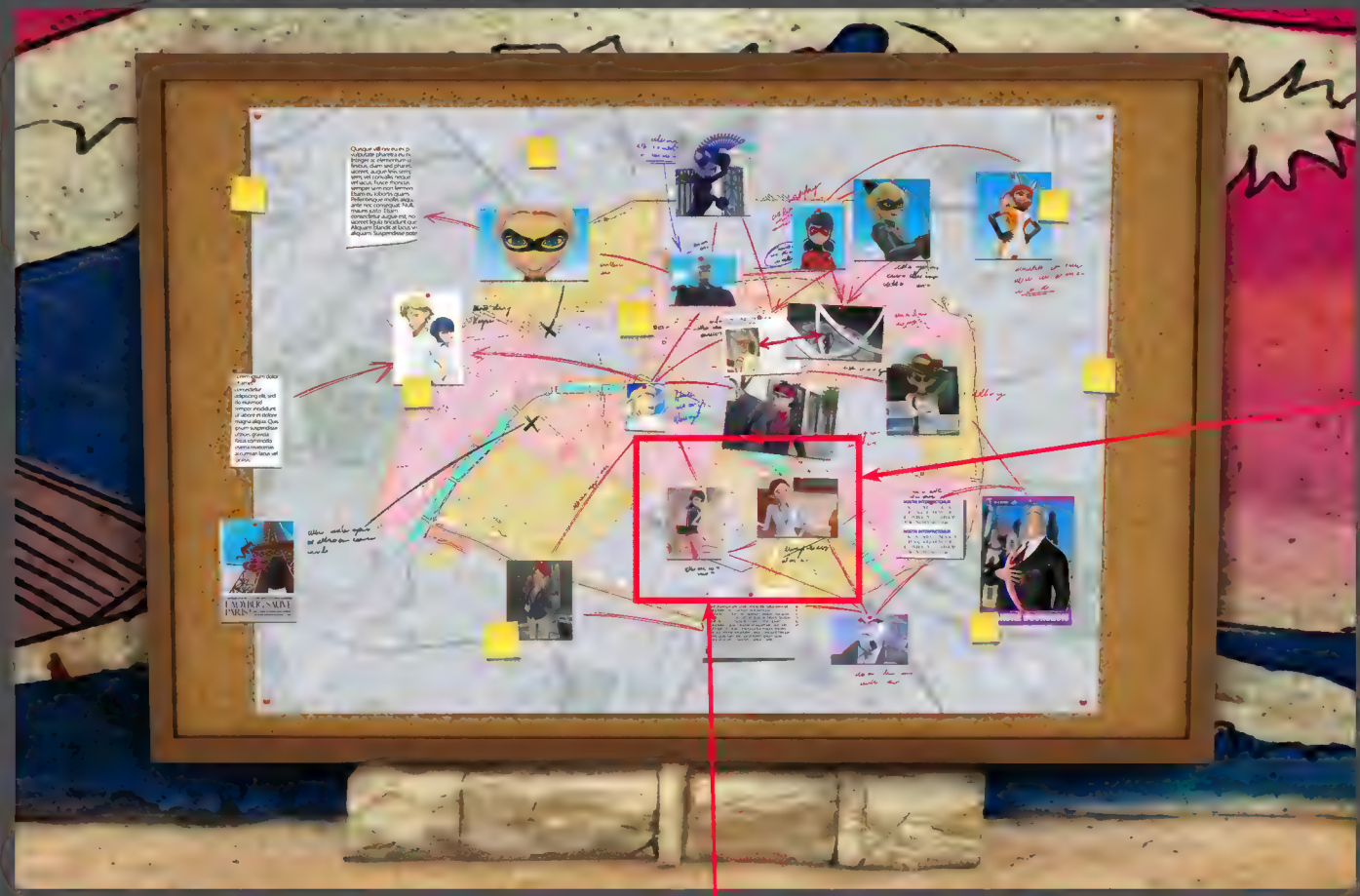


Miraculous
Tales of Ladybug & Cat Noir

24/02/22

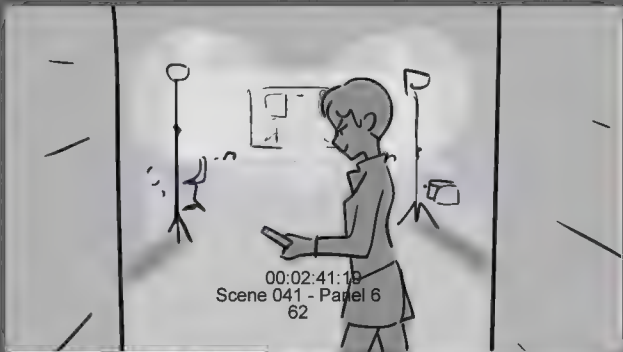
LB5_522_BG002_LILA_LAIR_01_INT

Panel detail
Add 2 Photos



Put pins on photos (they must be rigged)





Storyboard View

Reuse models

LB_p068_Spotlight
 LB_p277_director_chair
 LB4_418_bg001_ile_aux_cygnés_career_expo_set_dressing_ext
 LB4_404_pr029_suitcase_security
 LB_p066_hard_case_1
 LB_p067_hard_case_2
 LB4_425_pr021_nathalie_suitcase
 LB2_203_pr020_panel_adrien_pictures
 LB1_100_PR093_TOOL_SCREWDRIVER
 LB_PR151_Scotch
 LB_PR348_Tool_Box
 LB_sp_p031_stapler
 LB_p286_set_fournitures_interview_laptop
 LB_p015_ballpen
 LB_p016_marker_black
 LB_p251_leather_aviator_goggles
 LB_p250_nail_varnish
 LB4_405_pr013_nail_polish_red
 LB_p007_sphone_black
 LB_p023_scissors_set
 LB_p030_hphone_set
 LB_p134_walkie_talkie_set
 LB2_202_pr004_note_book
 LB2_205_pr014_strong_glue_set
 LB3_310_pr002_identity_card_marinette_set
 LB3_324_pr012_makeup_kit_set
 LB4_409_pr011_sim_card



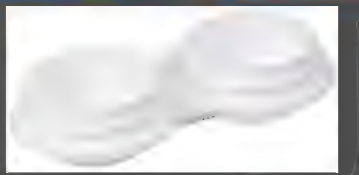
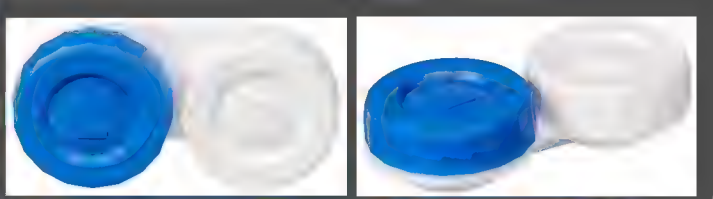
Mural fresco : Apply this to the wall, keep rock shader



Put those Tags randomly on walls



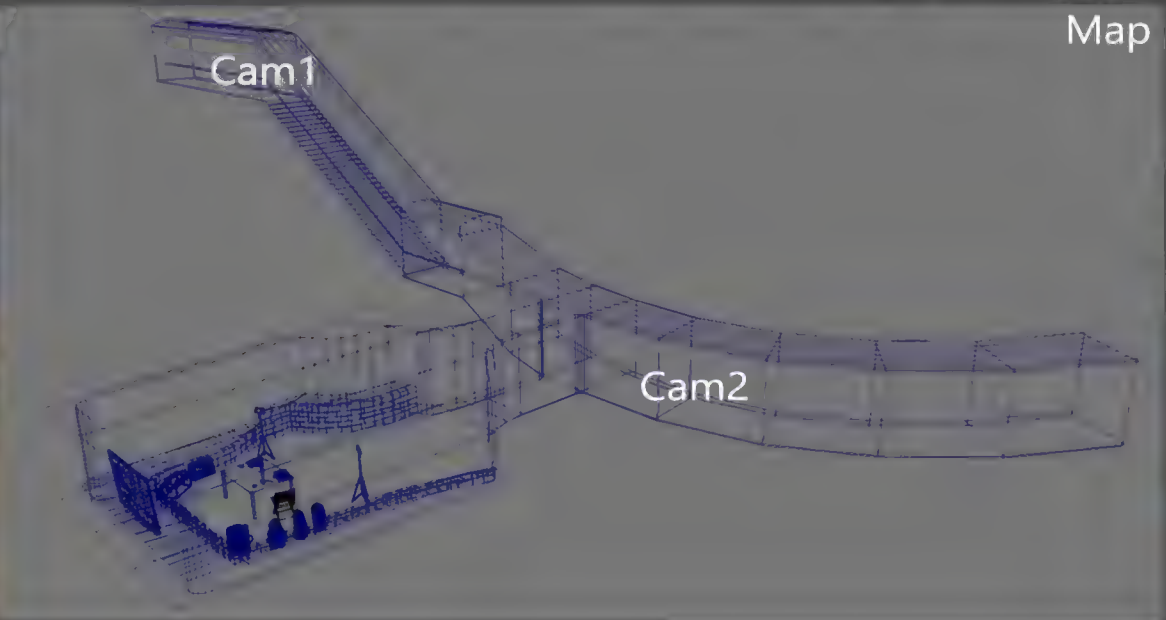
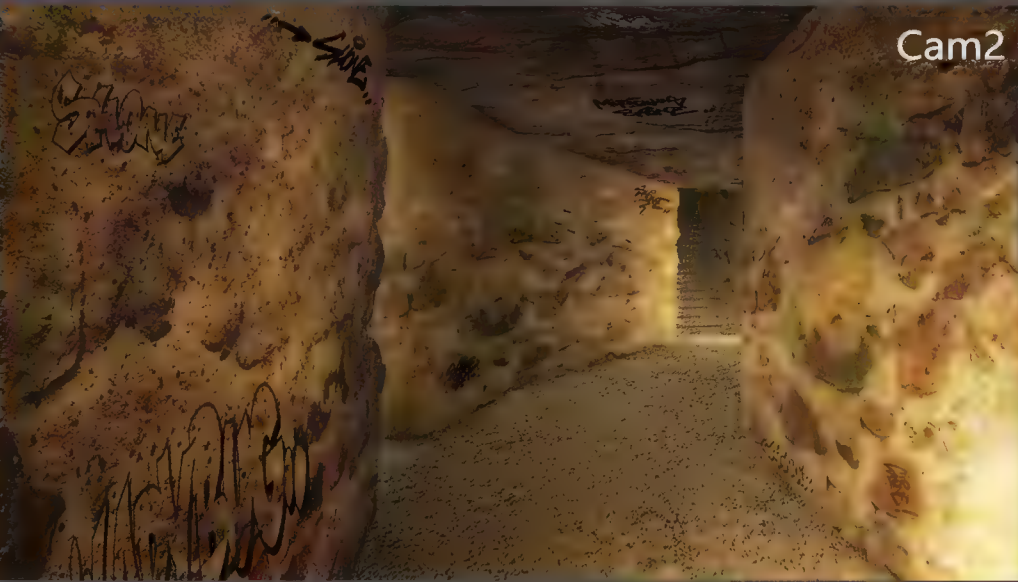
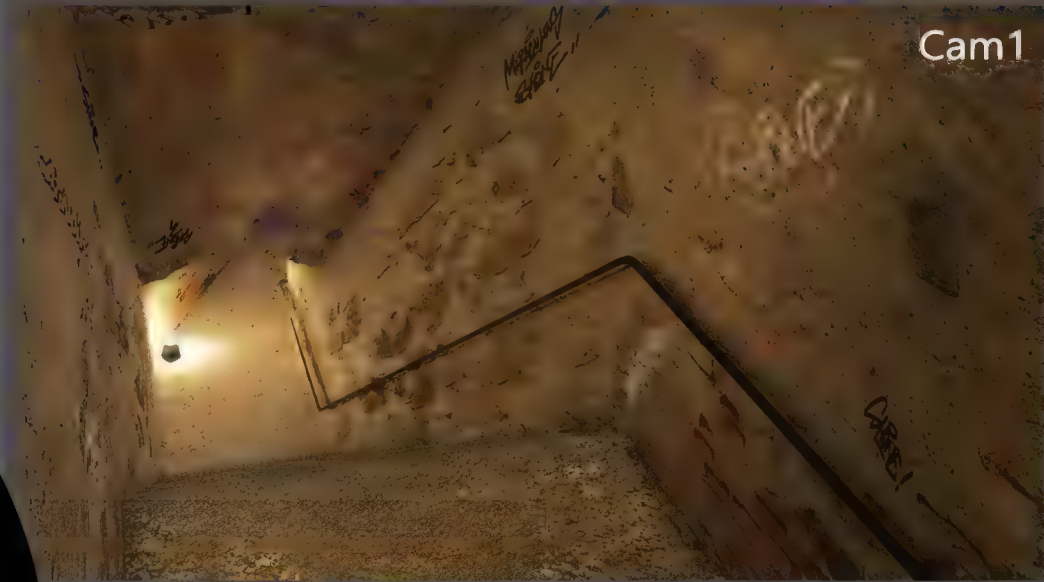
Panel and Table details
 (please use maps in the folder associated with this BG)



References

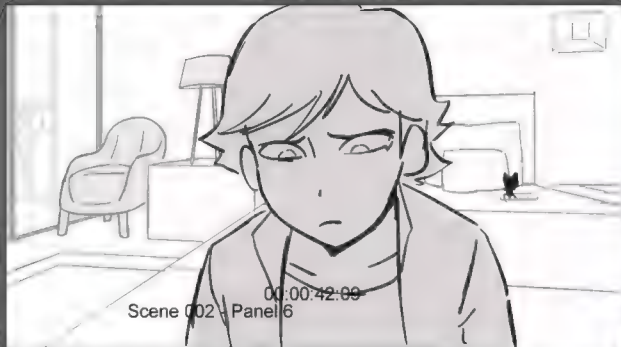
Map

Corridors



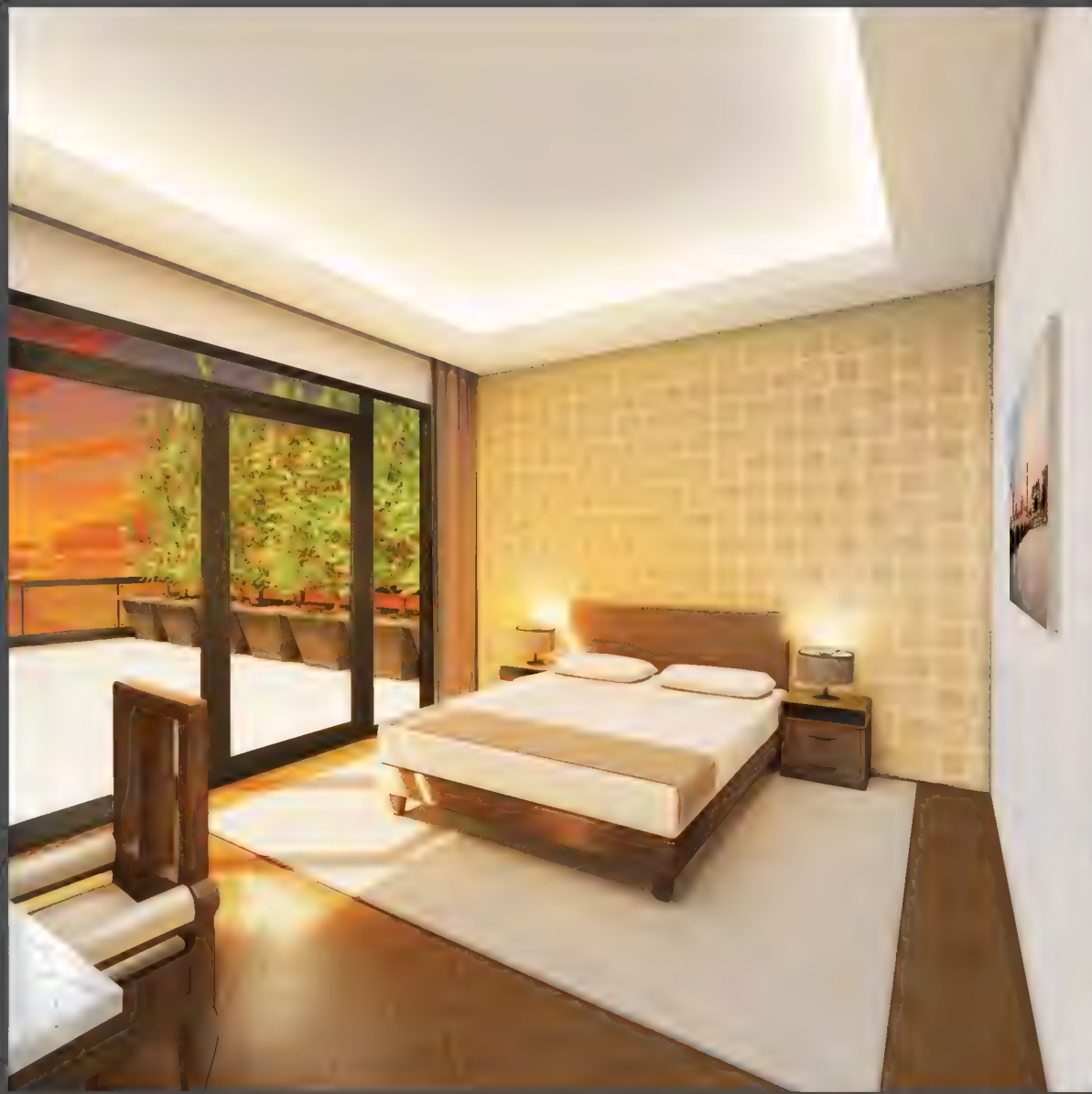
11/02/22

LB5_523_BG001_LILA_LAIR_02_INT



Storyboard View

Reuse TV from
lb2_202_pr011_tv
Reuse Trees from
LB_b26_hotel_ext_palace_color



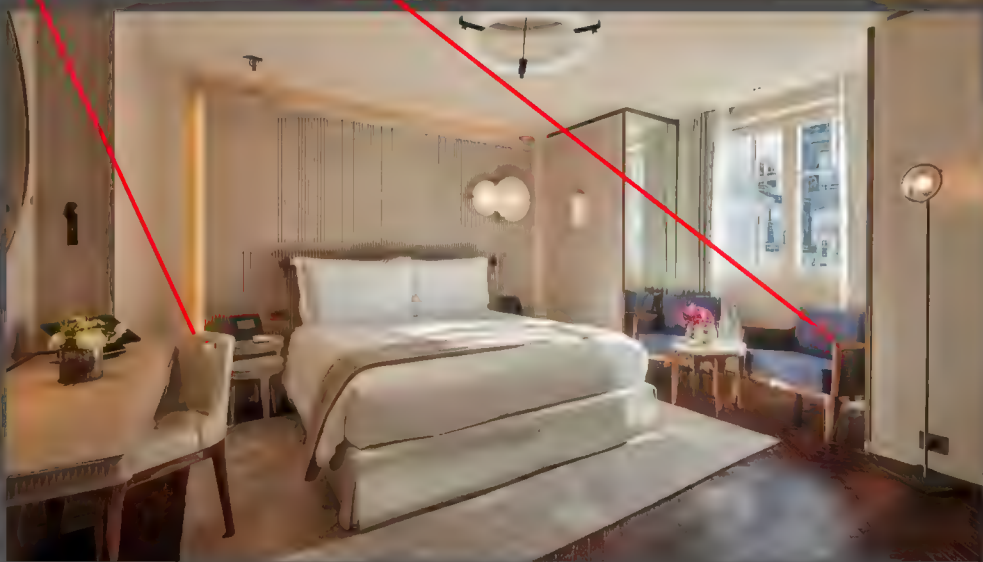
Wood (chair, desk and bed)



Floor



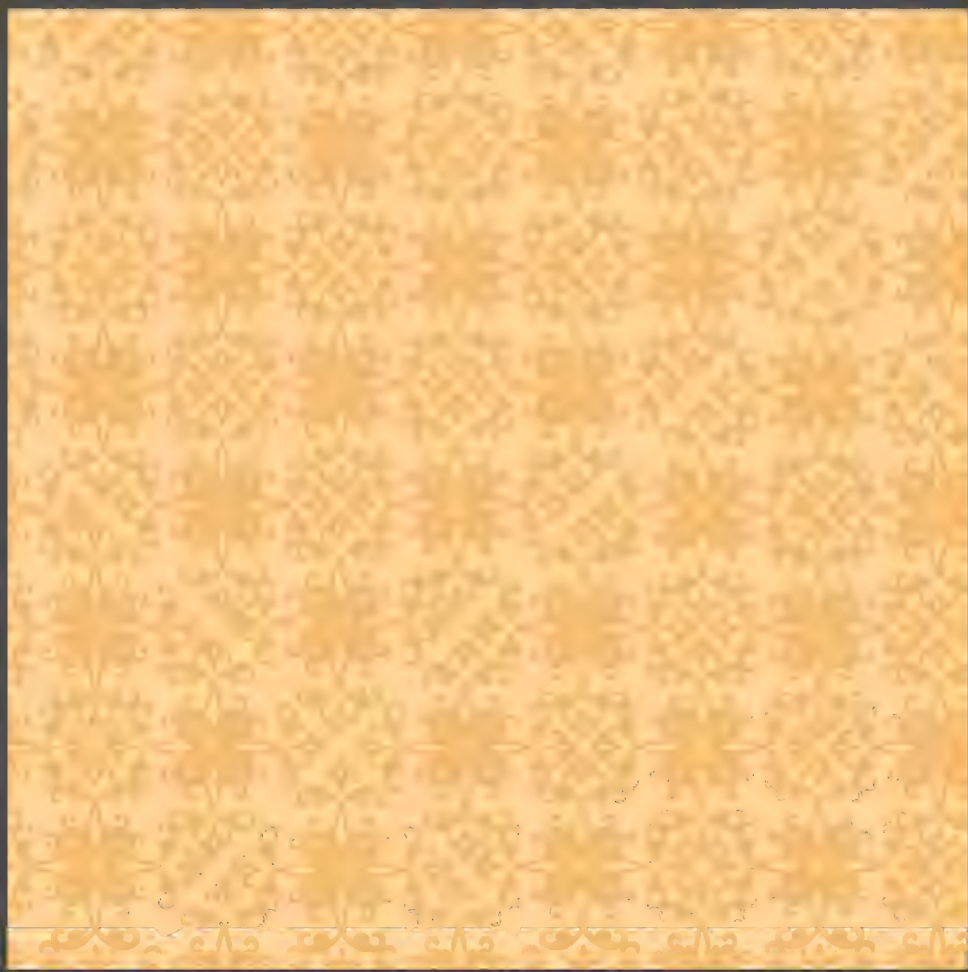
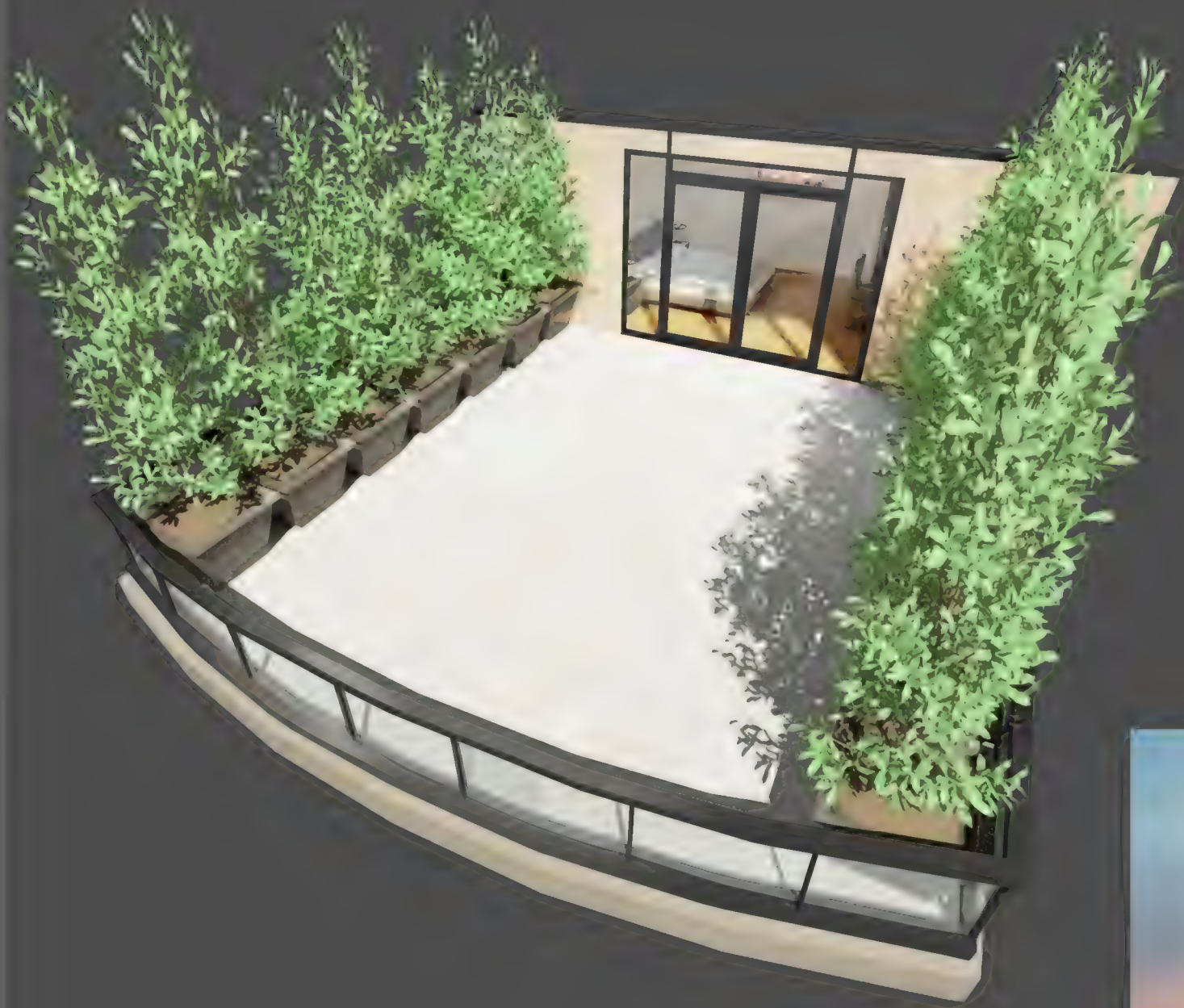
Bay window



Terrace



Table



Shader





Storyboard View

Reuse set
LB5_524_BG001_ADRIEN_HOTEL_
BEDROOM_LONDON_INT

Reuse TV from
lb2_202_pr011_tv

Reuse Trees from
LB_b26_hotel_ext_palace_color



Wood (chair, desk and bed)



Floor



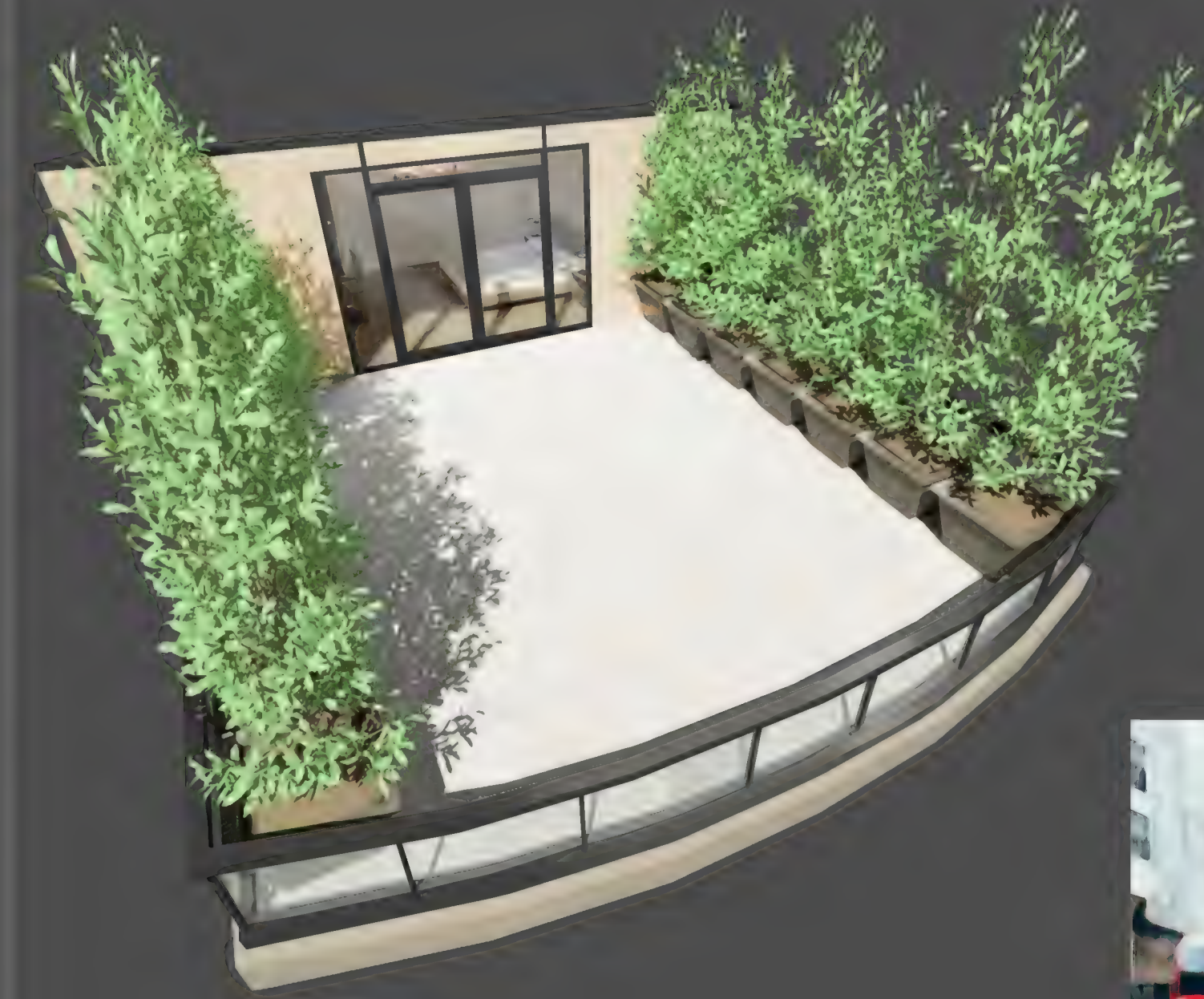
Bay window



Terrace

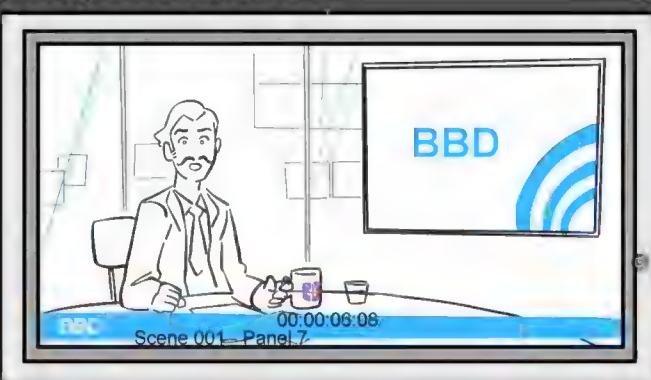


Table



Shader

Storyboard View 001



Shader
Light box



Light

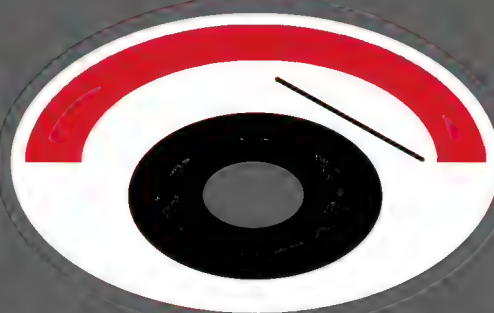


MAP TO COME

Front



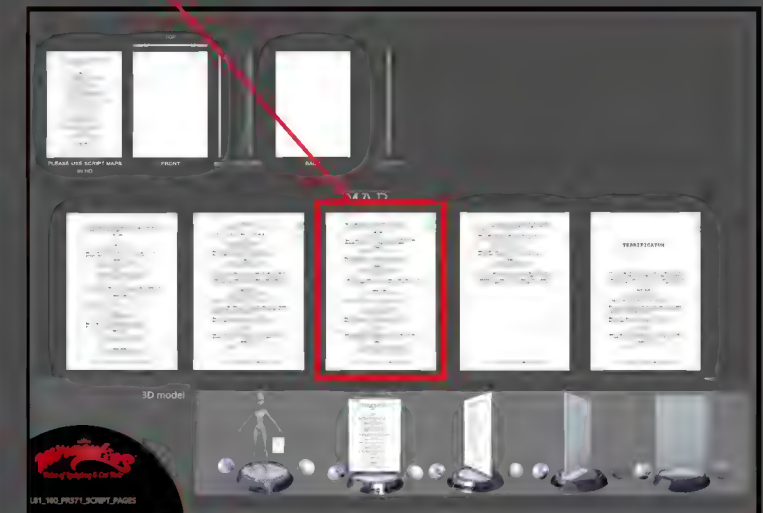
Above



Side



Stool



Reuse LB1_100_PR371_SCRIPT_PAGES



Reuse



Reuse LB3_310_PR005_MUG

Miraculous
Tales of Ladybug & Cat Noir

10/01/22 STATUT REAL :
XX/XX/XX RTK OK
LB5_524_BG007_ENGLISH_TV_STUDIO

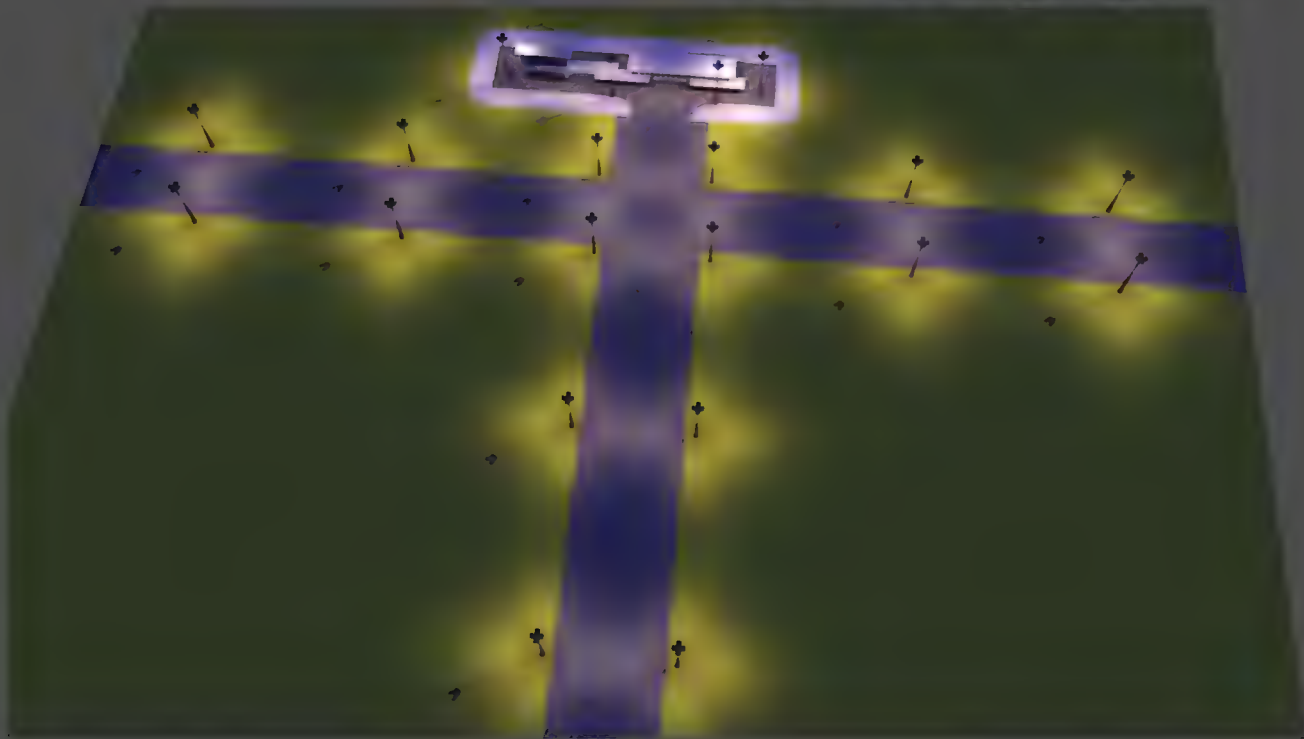


Storyboard View

Reuse set
LB5_515_bg002_airport_tarmac_ext



Rework the concrete part around the building



Add more lightspots



Shader



Storyboard View

Reuse set
lb3_322_bg002_paris_cataclysmed_underwater_ext

Reuse models
lb3_322_bg002_paris_cataclysmed_underwater_ext

lb3_322_pr016_moon_broken

Reuse Charas
LB5_524_ch037_anticat_nightmare_fixed_extras

Reuse Cyclo
Cyclo_grand_paris_di_apocalypse

Reuse builds
LB4_426_PR027_MONTMARNASSE_TOWER_CATACLYSMED

LB4_426_pr036_module_broken_roof_01

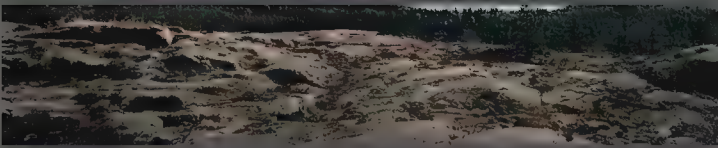
to 06



Moon from
S3E22 CAT BLANK

Red fog

Refer to LB5_524_ch037 for stone characters location



LB5_511_BG002_ARENES_LUTECE_DESTROYED_SETD_EXT



LB4_426_REF013_APOCALYPSE_SC335



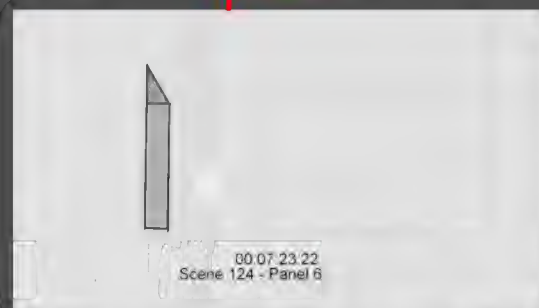
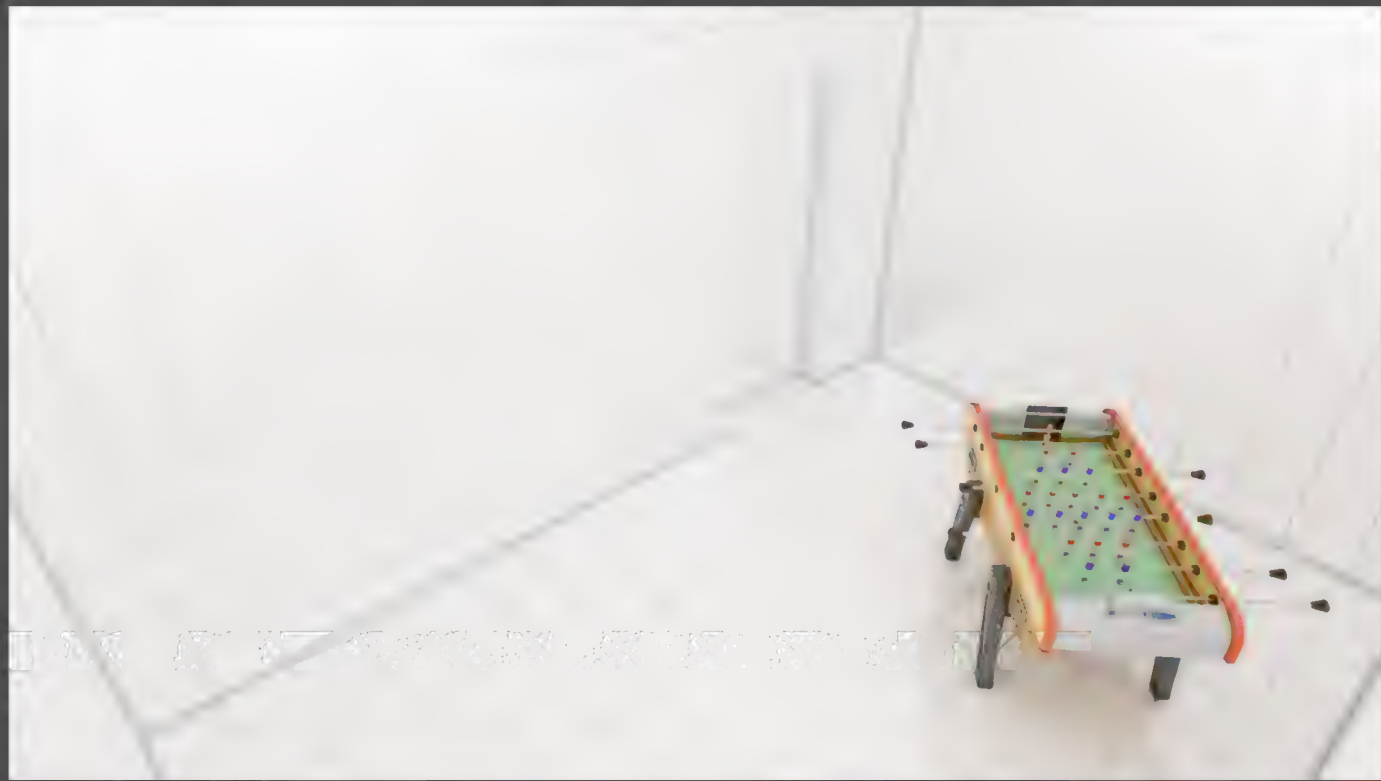
Shader



Storyboard View

Reuse set
LB5_524_bg014_tsurugi_lab_
bedroom_random

Reuse billiard from
LB_b14_adrien_bedroom



Episode 525 scene 124

Door system



Shader

Access for Tsurugi Robot
(LB4_409_pr007_robot_tsurugi_set)



Relation size



11/01/22

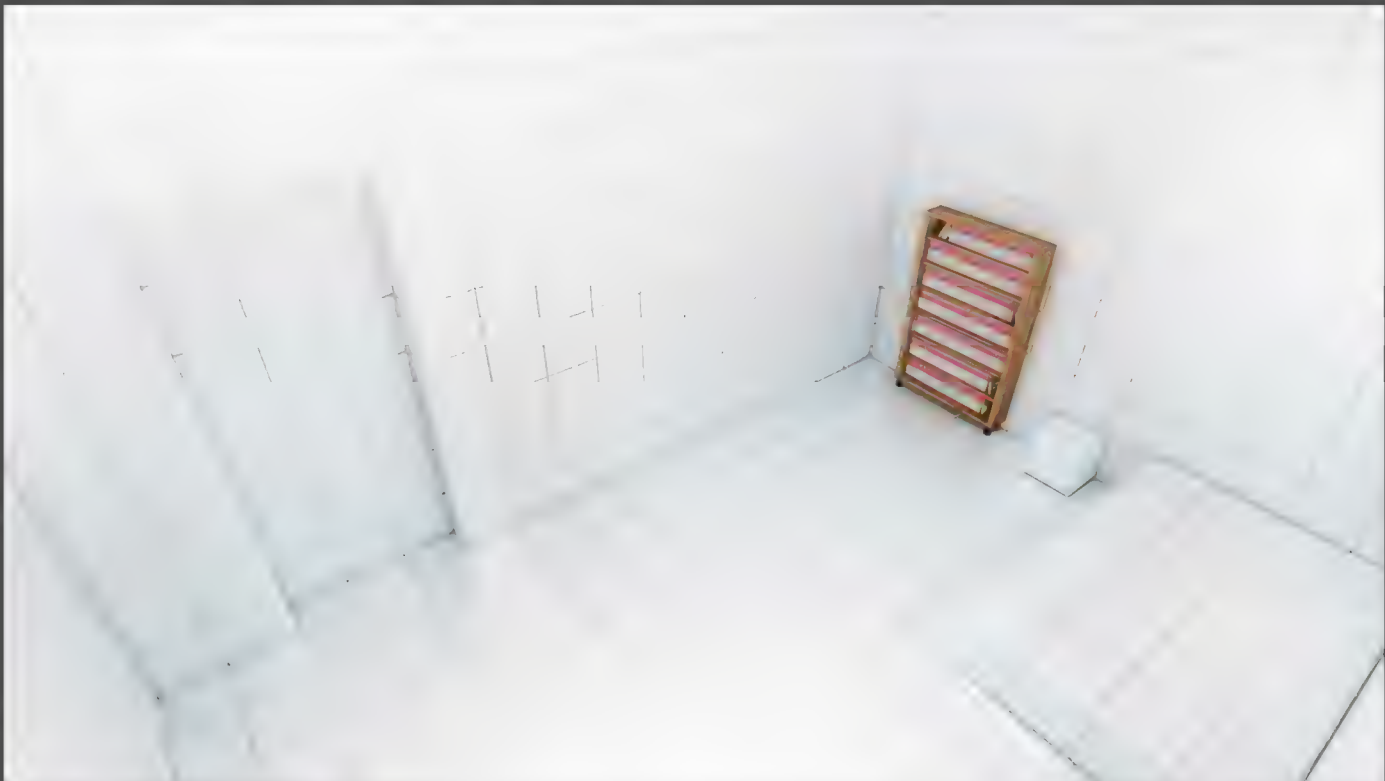
LB5_524_BG012_TSURUGI_LAB_
BEDROOM_ADRIEN



Storyboard View

Reuse set
LB5_524_bg012_tsurugi_lab
bedroom_adrien

Reuse bookshelf from
LB2_224_bg001_lila_house_bedroom_int
LB4_415_pr005_manga



Door system



Shader



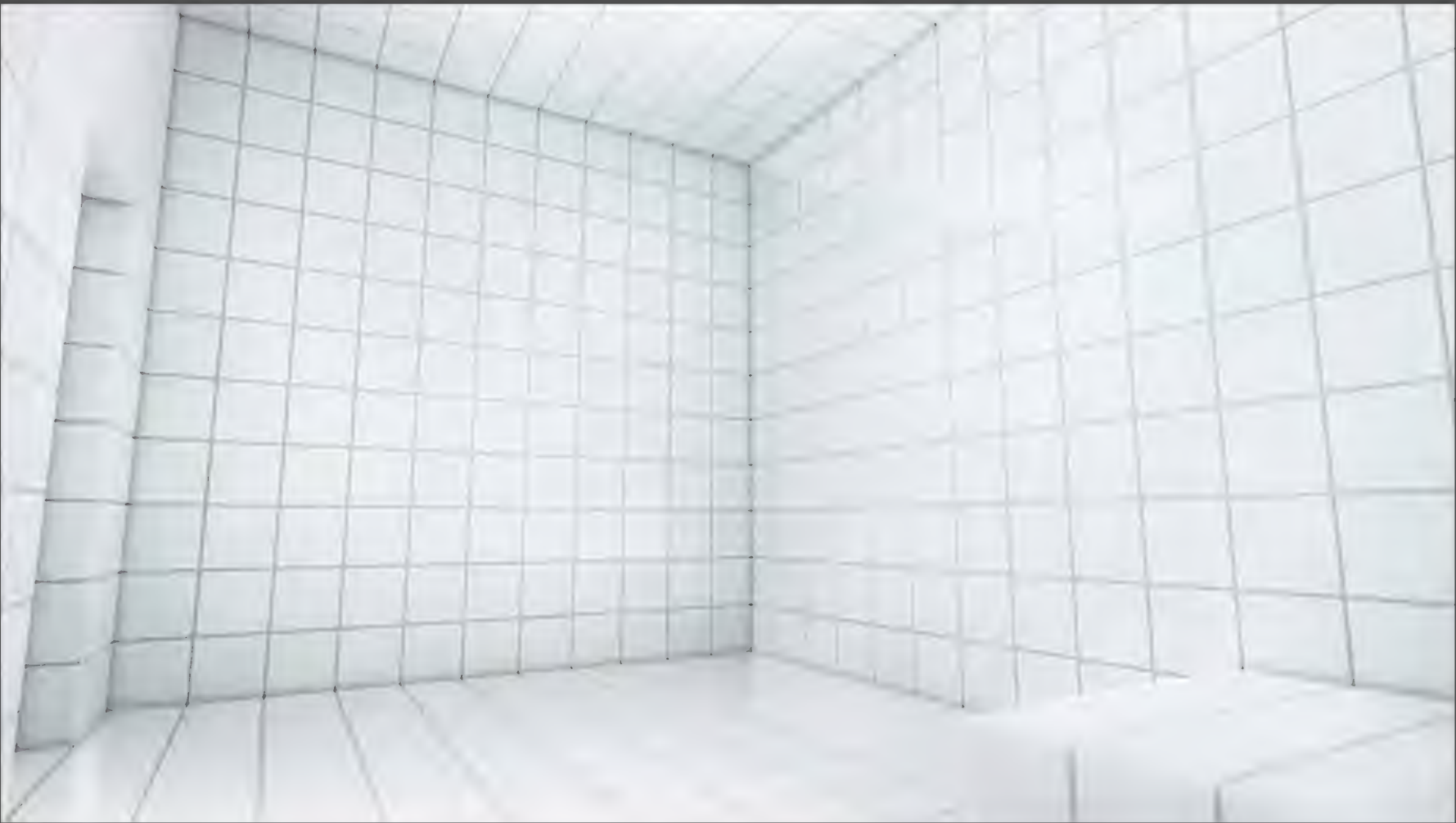
Photo reference



Relation size



Storyboard View



Door system



Shader



Relation size



Storyboard View

Reuse set
LB5_519_bg001_monarch_lair techno
magical_setd_int
LB5_503_bg012_monarch_lair_conversion
_process_machine_set_dressing_int

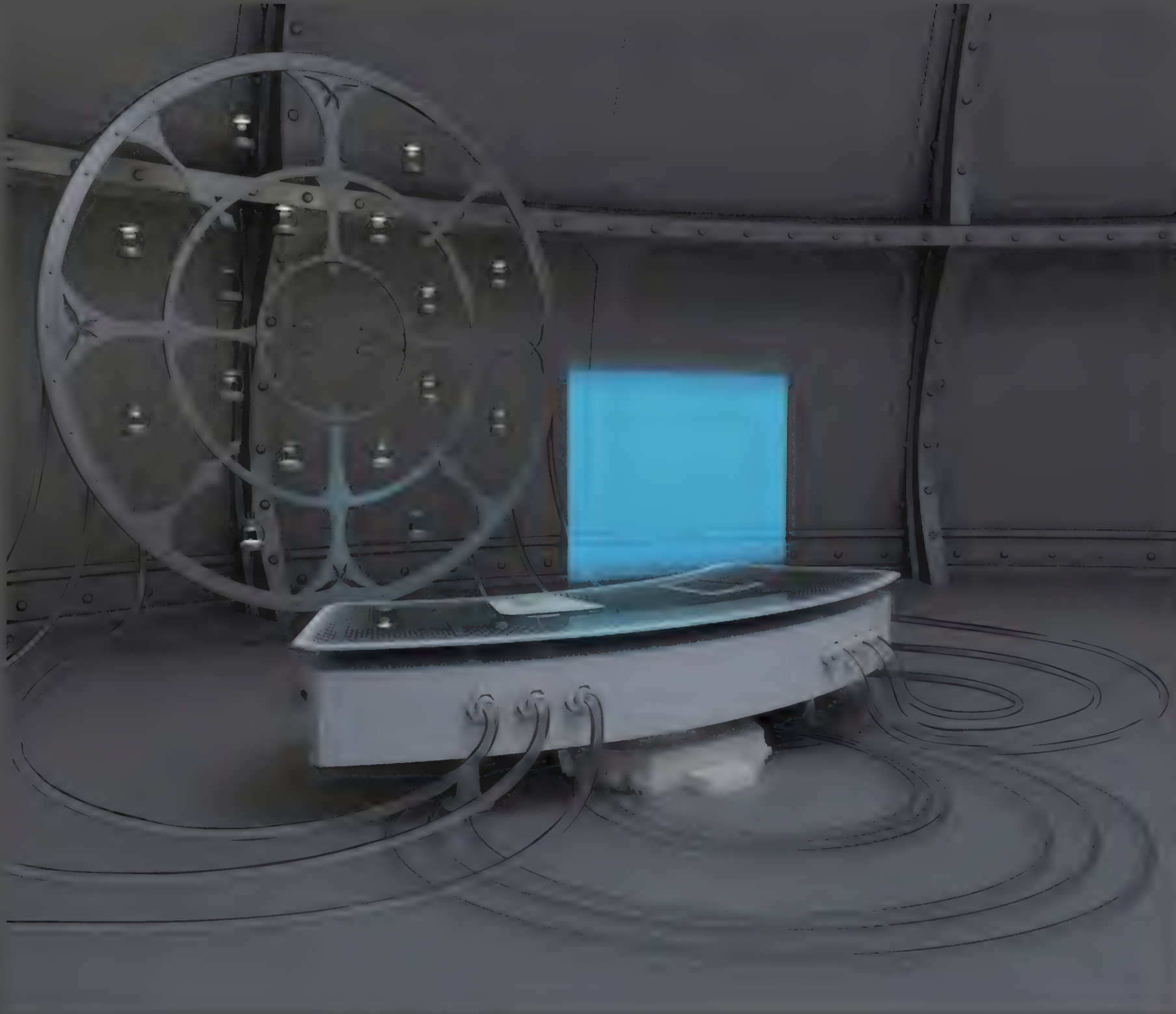
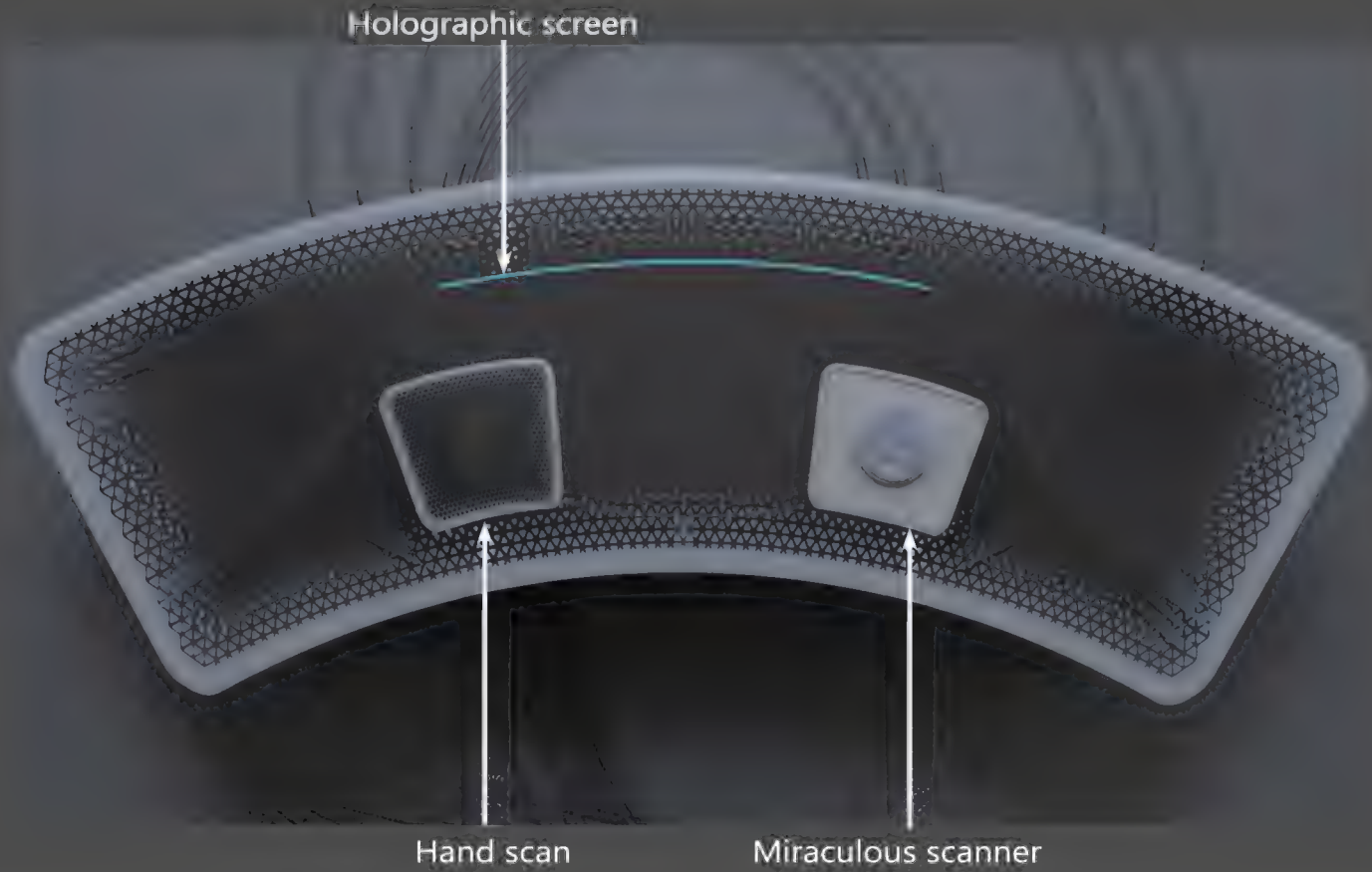
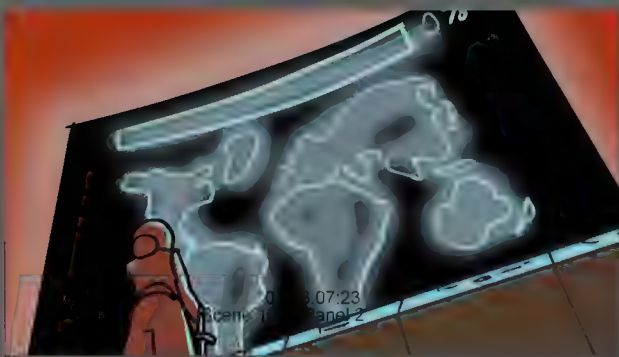


Table detail



Lights on
With magical charm and hand on the table

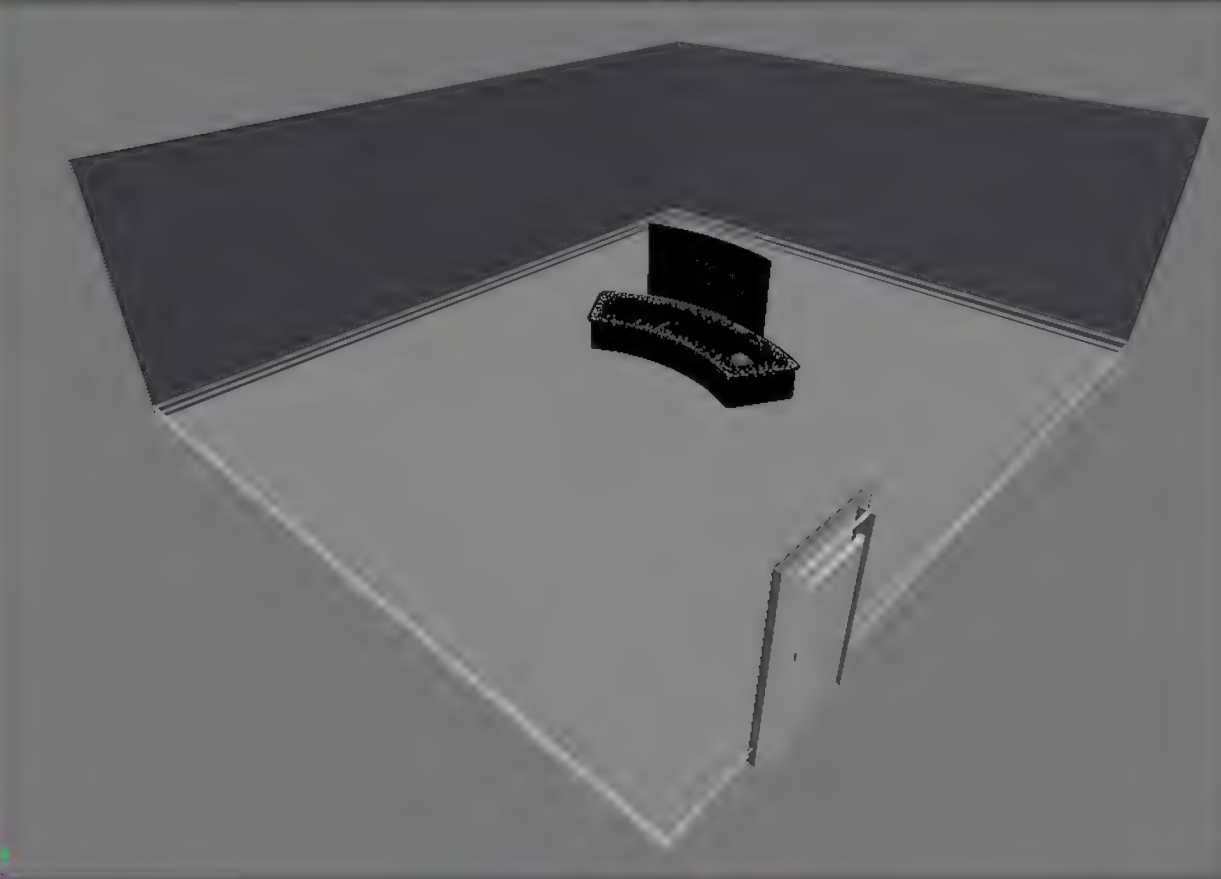




Storyboard View

Reuse set
LB5_525_bg005_monarch_lair_
table_control_setd_int
LB5_502_bg003_tsurugi_lab_set

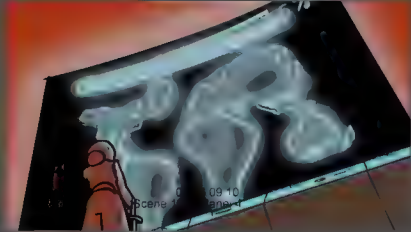
Reuse the room base from LB5_502_bg003_tsurugi_lab_set
Walls and ceiling are dark



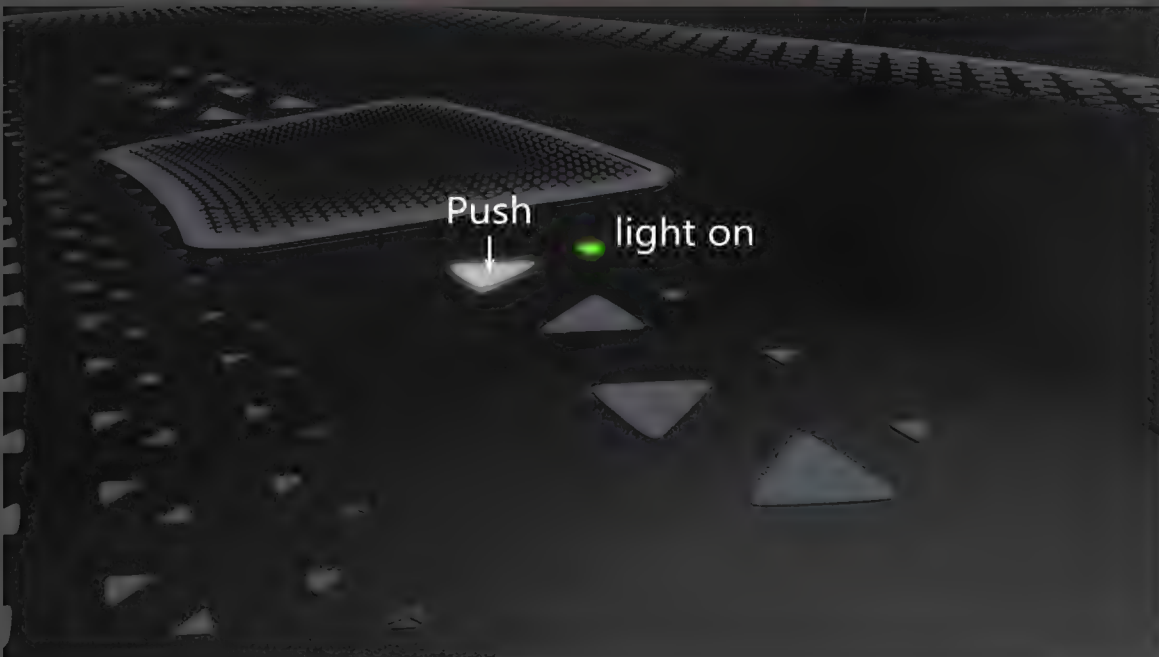
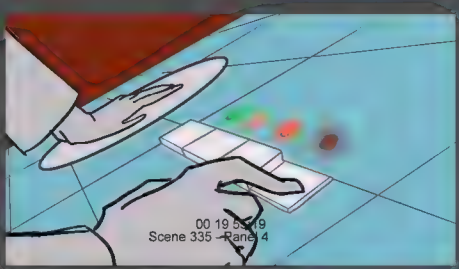
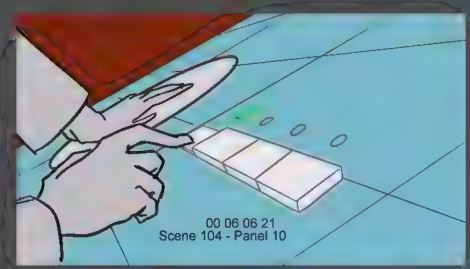
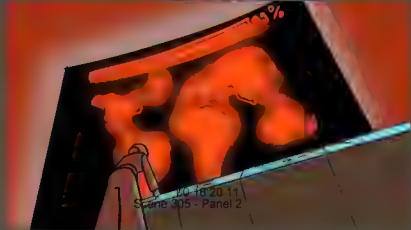
Lighting reference



Blue light



Red light



Miraculous
Tales of Ladybug & Cat Noir

16/03/22 STATUT REAL :
XX/XX/XX RTK OK
LB5_525_BG006_TSURUGI_LAB_LAIR

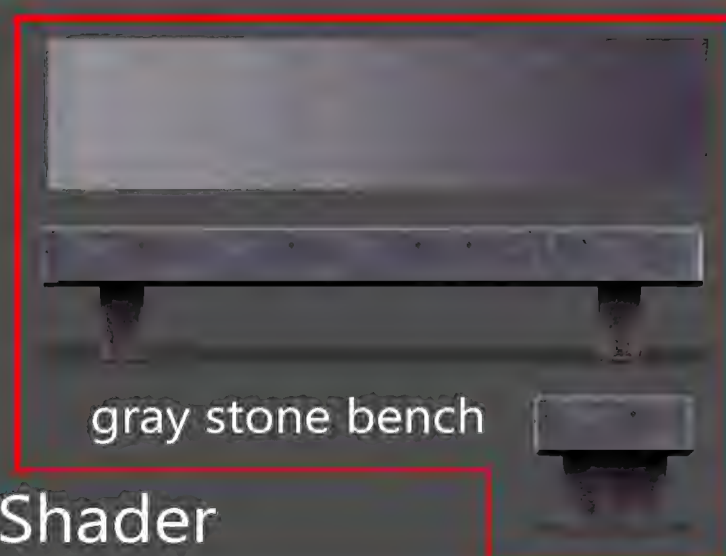
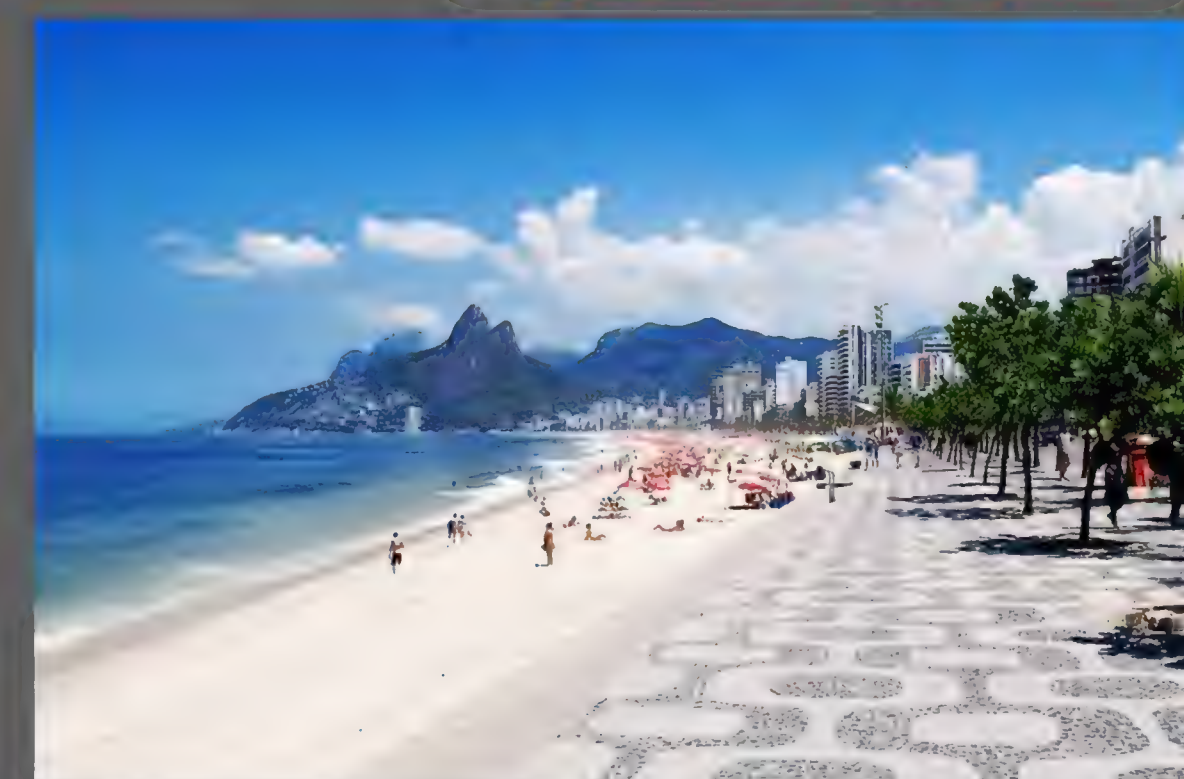


HD zone detail

- Reuse props from
LB4_400_bg007_ile_aux_cygnés_ext
- Food trucks
 - palm trees and bushes
 - Umbrellas
 - Road from the bridge
 - Houses
 - Benches



2D city

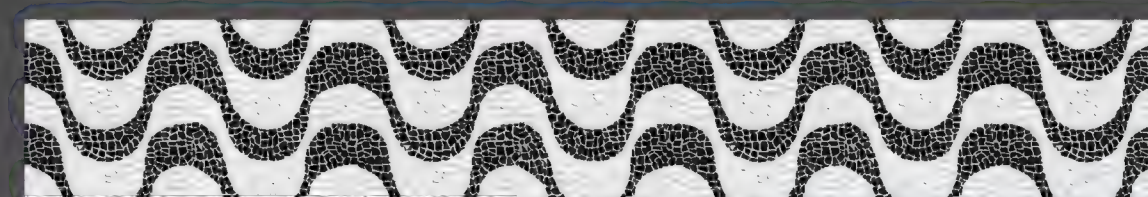


Shader

gray stone bench

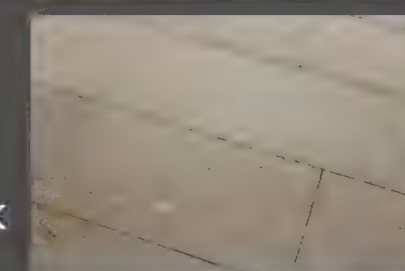


Palm



Tiling black and white

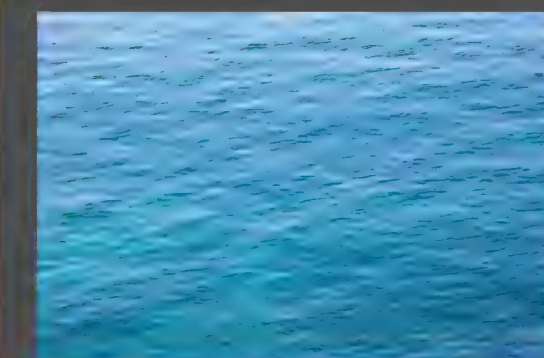
paved sidewalk



Sand

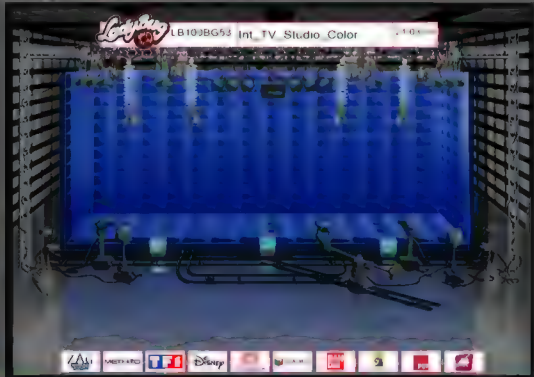


Sea





Storyboard View



Reuse models
LB_b54_Studio

LB4_418_cc022_the end



LB4_418_cc022_the end

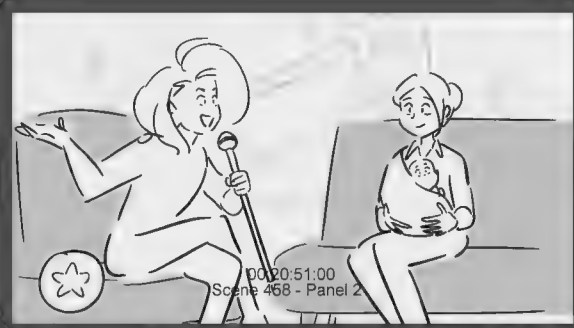


Front



Back





Storyboard View



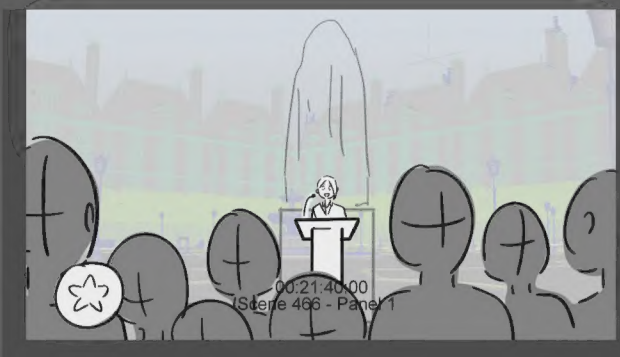
Reuse models
LB_b54_Studio

LB5_526_MG034_NOUVEAU_MONDE_SCREEN_ANIMATION



Front

Back



Storyboard View



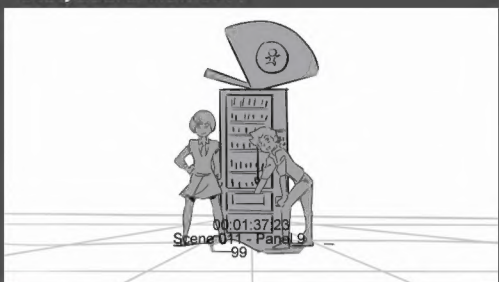
Reuse models
LB_b01_marinette_street



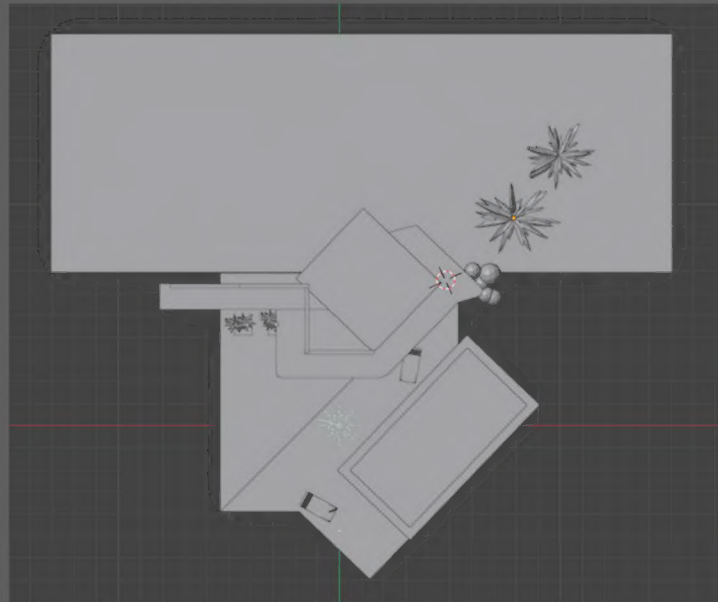
ref shader



Storyboard View sc11



Storyboard View sc13



Reuse

Reuse trees
LB4_418_BG001_
ILE_AUX_CYGNES_
CAREER_EXPO_SET_DRESSING_
EXT_MAP_BEACH



Reuse Grass
LB4_423_BG006_
TUILERIE_GRASS_
SET_DRESSING_EXT

Reuse pool bed LB2_200_BG019_SWIMMING_POOL_INT



Shader

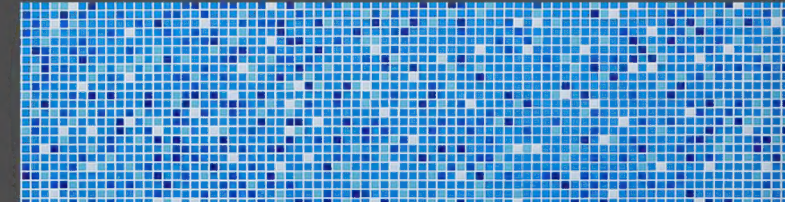
Garden wall wood



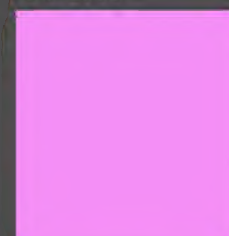
Wooden floor



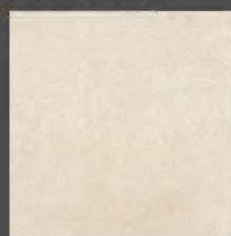
Swimming pool wall



House wall



Garden floor



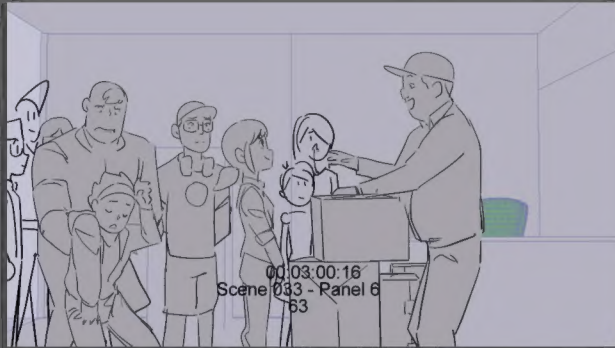
Black metal

Glass



Miraculous
Tales of Ladybug & Cat Noir

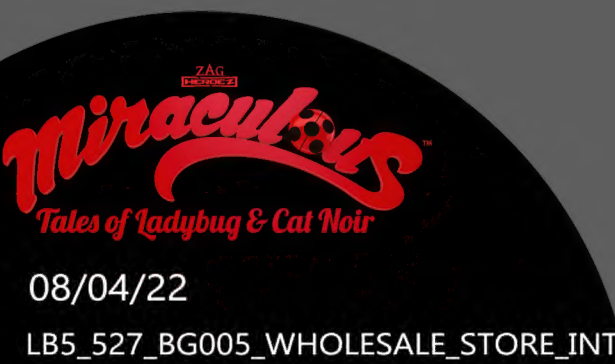
23/03/22 STATUT REAL :
XX/XX/XX RTK OK
LB5_527_BG003_ADVERTISING_EXT



Storyboard View

Reuse set
LB_b30_Paris_Street_set

Reuse Models
LB5_502_bg010_tv_store_set_dressing
LB5_527_pr047_bertrand_plastic_statue
LB5_527_pr009_cardboard_box_01
LB2_211_pr002_subway_distributor_machine_food_set
LB_PR008_Keyboard
LB_PR009_Mouse
LB_PR011_Computer
LB_PR286_Set_Fournitures_Interview_Laptop
LB5_527_pr004_hand_fan_distributor



Storage



The store is placed as below. Remove one tree from here



Storyboard View sc057



Reuse

LB2_210_bg005_montparnasse_tower_office_int

Reuse partial LB2_210_bg005_montparnasse_tower_office_int :
Reuse chair model & change texture

Reuse

LB5_527_PR047_BERTRAND_PLASTIC_STATUE
LB2_221_PR002_MILK_PACK_FOLDED
LB4_416_PR019_BUCKET
LB3_320_PR024_SNORKEL
LB2_202_PR009_WATER_BOTTLE

3 differents sizes : LB3_312_CH002_TOY_SOLDIER

Reuse model, 2 sizes, color yellow, red and green : LB3_320_PR015_DUCK_BATH

Reuse model, color red, blue, green, yellow and white :
LB2_215_PR019_LUCKYCHARM_MAKE_UP_REMOVING

Reuse model, black, color red and green : LB3_324_PR006_SPONGE_CLEANING_SPRAY



Shader



Pink plastic library



Pink carpet



Ref light blue screen



Black plastic



21/04/22 STATUT REAL :
XX/XX/XX RTK OK
LB5_527_BG006_MONTMARNASSE
TOWER_BERTRAND_KING_OFFICE_INT